Changelog

Updates

DAY ONE PATCH NOTES

- Languages added. English voices and subtitles for each language (English, French, Italian, German, and Spanish) can be chosen.
- The option to switch the Circle and X controls in the options menu.
- The option to switch the L1 / R1 and L2 / R2 controls in the options menu.
- Players can now earn P.LV and C.LV experience points and Gil in Room Matches.
- Players will earn more Gil after clearing battles.
- Players will not earn a penalty if they disconnect from an opponent before the Briefing screen.
- It's now easier to raise your Offline Class. (Once Offline Class rises, ally COM rank will also rise, making battles easier.)
- When matching with an opponent, the online ID of opponents in the voice chat list are hidden. (Everyone's IDs will be displayed after moving to the Briefing screen with an opponent.)

January 30, 2018

- Updated button movement controls to match the newly changed defaults introduced by the day one patch.

A Closer Look

Art Gallery and Developer Interviews

A Closer Look

Ace

A Closer Look

Bartz

> **What factors and choices did the team use to convey “this is *FINAL FANTASY*”? Obviously, the combatants, arenas, and summons are sourced directly from all the classic *FF* titles, but were there other bird’s-eye view design pillars referenced by the team to keep the same spirit in place?**

As this game is a kind of *FINAL FANTASY All-Stars*, the development team was constantly thinking of how to make it so people who had played the original games would fondly recall their memories of them. This covered everything, from the obvious stuff like how the characters are modeled, to the moves they use and all the dialogue they speak, right down to the subtle details in the stages.

We also included the EX Skills and summoning system in order to recreate the same feeling from the *FF* series’ classic RPG battles, where characters work together in parties, fighting with swords and magic, but as a high-speed action game.

The way that you can customize your moves and character’s appearance also very much has the DNA of *FF* in mind, although it is not quite as deep a system as in a true RPG.

I would be overjoyed if players get the feeling that these kinds of battles could well have happened in the original *FF* games.

One other thing that cannot be left out is the sort of story that we can only tell in this kind of “All-Stars” game, so you can look forward to seeing a tale and dialogue that could only work with these characters.

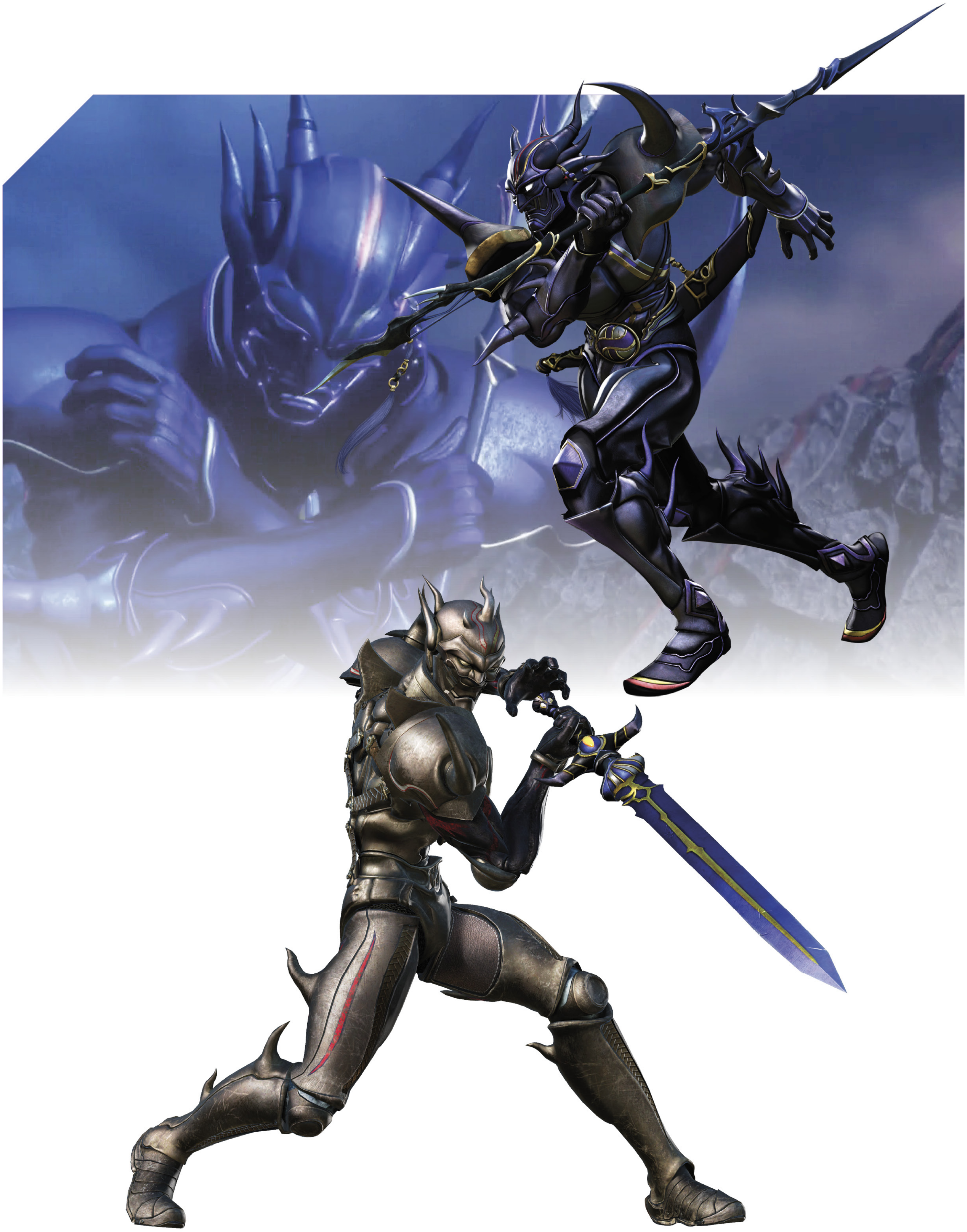
Takeo Kujiraoka, Game Director

A Closer Look

Cecil Paladin

A Closer Look

Cecil Dark Knight



A Closer Look

Cloud

> **What philosophy is used to adapt various characters from their source games into a unique 3v3 fighting game? How did development arrive at a place where the characters provided some of their own flavor, while maintaining character balance and team dynamics?**

In order to make it easier to add lots of characters to the game, we first set down four broad character types and then put our efforts into balancing between these different types.

If we manage that properly, then the gameplay will not suffer, even if each character within a type plays completely differently.

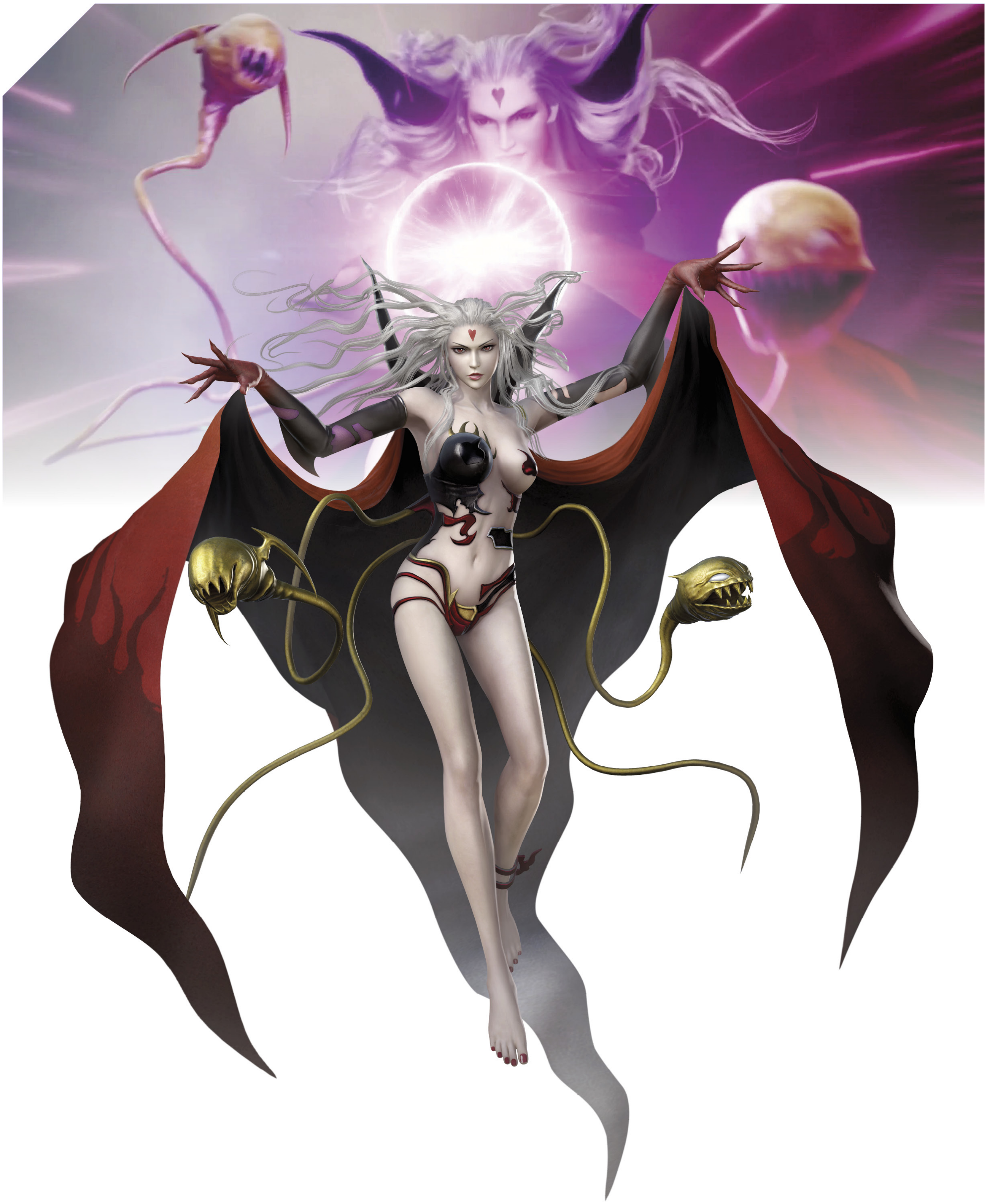
After that, we split the different characters between the types, based on the images we had of them from their original *FF* titles and the PSP *DISSIDIA* games, making sure that there was an equal number of each type, with the one exception of the specialists.

What we did not do was try to create easily compatible characters that could well have disappointed their original fans. The same thinking is being applied to the additional characters for the season pass too, where we will continue to develop characters in a way that brings out their individual personalities as much as possible, so you can look forward to seeing even more great fighters to choose from.

Takeo Kujiraoka, Game Director

A Closer Look

Cloud of Darkness

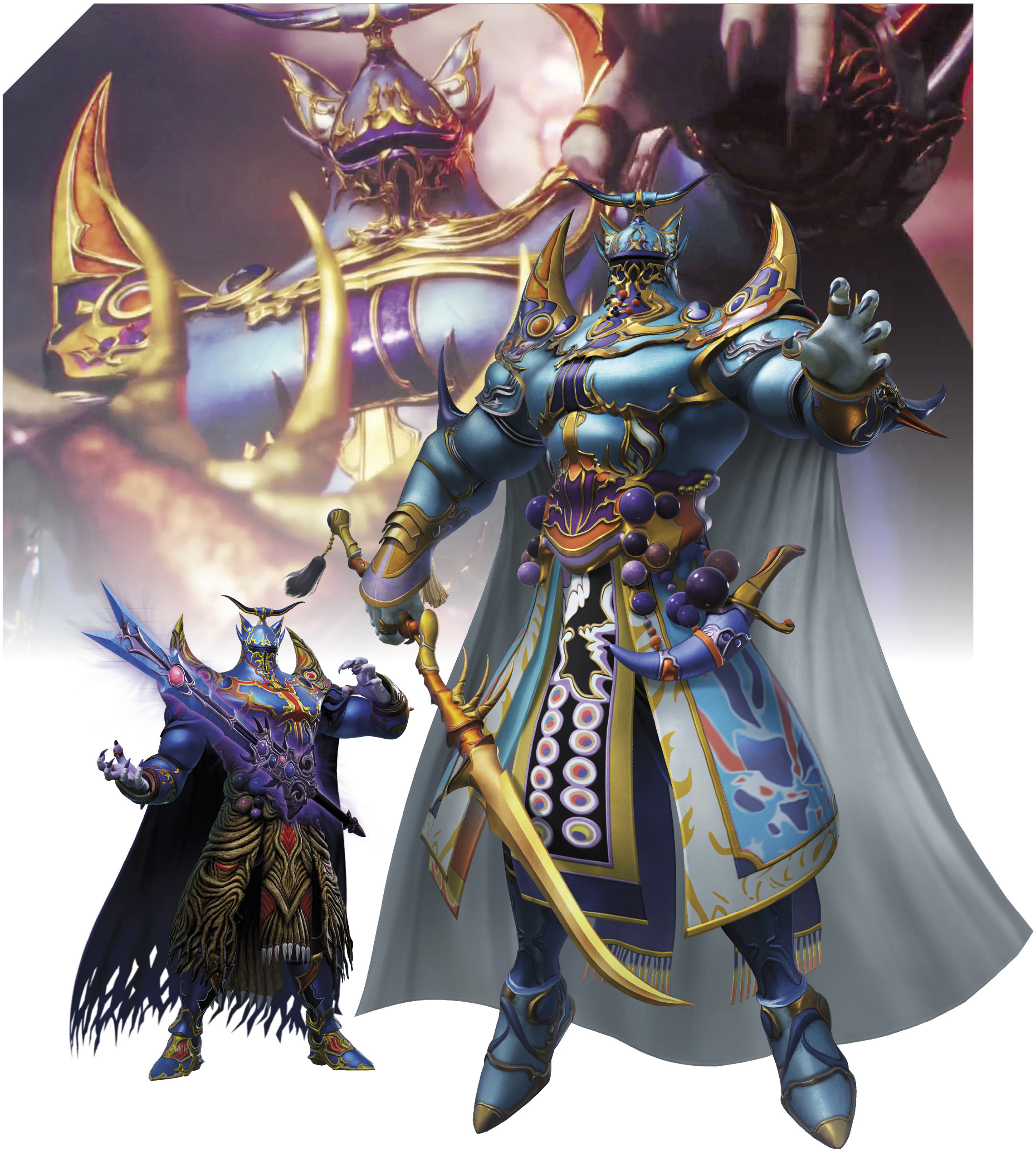


A Closer Look

Emperor

A Closer Look

Exdeath



A Closer Look

Firion

> **Who were the favorite characters, summons, and arenas and why? Are there any quirks or rare and unusual things that casual players might not notice?**

If you want to know the ones that I am currently fond of, then the character would be Noctis, the summon Bahamut, and the arena would be the Promised Meadow.

I like Noctis because he can fight with a great degree of freedom by making use of his warp ability.

I like Bahamut because he is just so cool (*laughs*)! I mean, he is THE summon that represents *FINAL FANTASY*, right?

I really like the things that happen during the latter part of the battle in the Promised Meadow (it brings back memories of the ending to *FFVIII*).

And things people don't tend to notice...

We have put lots of little touches in to recreate the characters and stages from their original games, so please go out and search for them! (The last floor on the *FFV* stage has been recreated pretty much exactly like the original pixel art but in 3D.)

With regard to the battle system, we have tweaked it so that it is always possible to make a comeback and win, in any situation, so never give up when you are fighting. It feels pretty damn special when you manage to pull back a victory from the jaws of defeat!

Takeo Kujiraoka, Game Director

A Closer Look

Garland

A Closer Look

Golbez

> **When choosing whom to include in this latest *DISSIDIA* title, did any beloved characters and summons just barely miss the cut? If so, why?**

There were lots of characters we wanted to put in but couldn't.

We based the selection around the protagonists and antagonists from the *FF* games, so the battle to be included for the supporting-cast characters was pretty fierce.

The considerations that we based our decisions on included how easy it would be to reflect a character's personality in *DISSIDIA*'s battle gameplay, and whether their fighting style would overlap too much with existing characters.

I would be here forever, even if I just listed the ones that I personally wanted to include, such as Rydia from *FFIV*, Zack from *FFVII*, Noel from *FFXIII-2*, and Delita from *FFT*.

For the summons, we picked the ones that are most well-known and considered the core members of the summon lineup across the series, and this was not too difficult to do.

We basically picked the ones that appear in the most *FF* games.

Some that just missed the cut were Titan (one of the most regularly appearing summons), Garuda (we wanted her for the element she embodies), Diabolos (a very unique summon and the most popular), and Phoenix (also unique and the second-most popular).

Takeo Kujiraoka, Game Director

A Closer Look

Jecht

A Closer Look

Kain

A Closer Look

Kefka

A Closer Look

Kuja

A Closer Look

Lightning

> **What does the team think about the teams, tournaments, and culture that have sprung up around *DFFNT* in Japanese arcades?**

We designed it as a multiplayer game, so this is an ideal situation, really.

DISSIDIA is quite a rare kind of game in the *FF* series, so we want to continue doing things after the launch of *DISSIDIA FINAL FANTASY NT* in order to maintain and expand on this community.

This will also lead to more excitement around the *FF* series in general.

Takeo Kujiraoka, Game Director

A Closer Look

Materia

A Closer Look

Noctis

How did design considerations differ from previous original *DISSIDIA FINAL FANTASY* titles?

In terms of the battle system design, if you ignore the characteristic "bravery" system, then pretty much all elements of the game were redesigned around the idea of 3v3 battles.

The balancing of the different characters followed the strengths and weaknesses of the previously mentioned character types and was deliberately adjusted in a way that would leave certain matchups unbalanced in a one-on-one setting.

All aspects of the design were made to optimize the excitement of 3v3 matches, so in such cases you might want to take on an opponent who would give one of your allies problems, if your character was more suited to fighting them, etc.

We do understand that there are people who want to see one-on-one matches too, and you can still do that using custom lobbies, but we really want people to enjoy the 3v3 aspect.

Aside from that, one big difference is how there is no Story Mode like in the previous and the first *DISSIDIA* games. We actually wanted to avoid the kind of Story Mode that had gone before for the PS4, as we felt that we should be making use of the unique capabilities of the PS4 hardware.

However, in order to do that properly, we would have to spend another one to two years in development and keep people enjoying the battles for a long time.

After much consideration, we decided to make the battles themselves the main focus of this game. However, we have still created a story and numerous cut-scenes to tell it through.

We based the story unlock system on what we had in the previous games, where memories become clearer the more you fight, having more story cut-scenes unlock as you play more and more battles.

As we have also included as great a level of character growth as the versus game format will allow, I think players will be fully satisfied by the time they see the story's ending.

You can expect great things from these cut-scenes that total over 60 minutes.

The artwork has been greatly enhanced over the PSP games, and I think this has helped show the all-star cast of the *FF* series in a whole new light.

We deliberately adjusted the bodily proportions of the characters to be slightly shorter, in order to match the flashy, acrobatic anime-style visuals.

We also included as many things as we could that were not possible on the previous *DISSIDIA* games, such as showing damage and dirt on the combatants, having alternative skins for characters, and having things change in stages during the battle.

So please try out as many of the characters, stages, and summons as you can!

Takeo Kujiraoka, Game Director

A Closer Look

Onion Knight

A Closer Look

Ramza

A Closer Look

Sephiroth

What single piece of advice would you give to a player entirely new to *DISSIDIA*?

Everyone will have that one character they really like or who looks good to them, so I would suggest that you start out by just picking that character and enjoy the feeling of playing as them freely.

I mean, you don't really get the chance to control the big villains of the *FF* universes outside of this game.

You really are free to play in any way you want, dedicating yourself to playing lots of battles or trying to unlock the story.

If you want advice on how to win, though, I would suggest always acting in coordination with your comrades and following up on each other's maneuvers.

This is not the kind of action game where you fight on your own, timing attacks based on single-frame differences and the like, so you should master moving around the battlefield and fighting strategically.

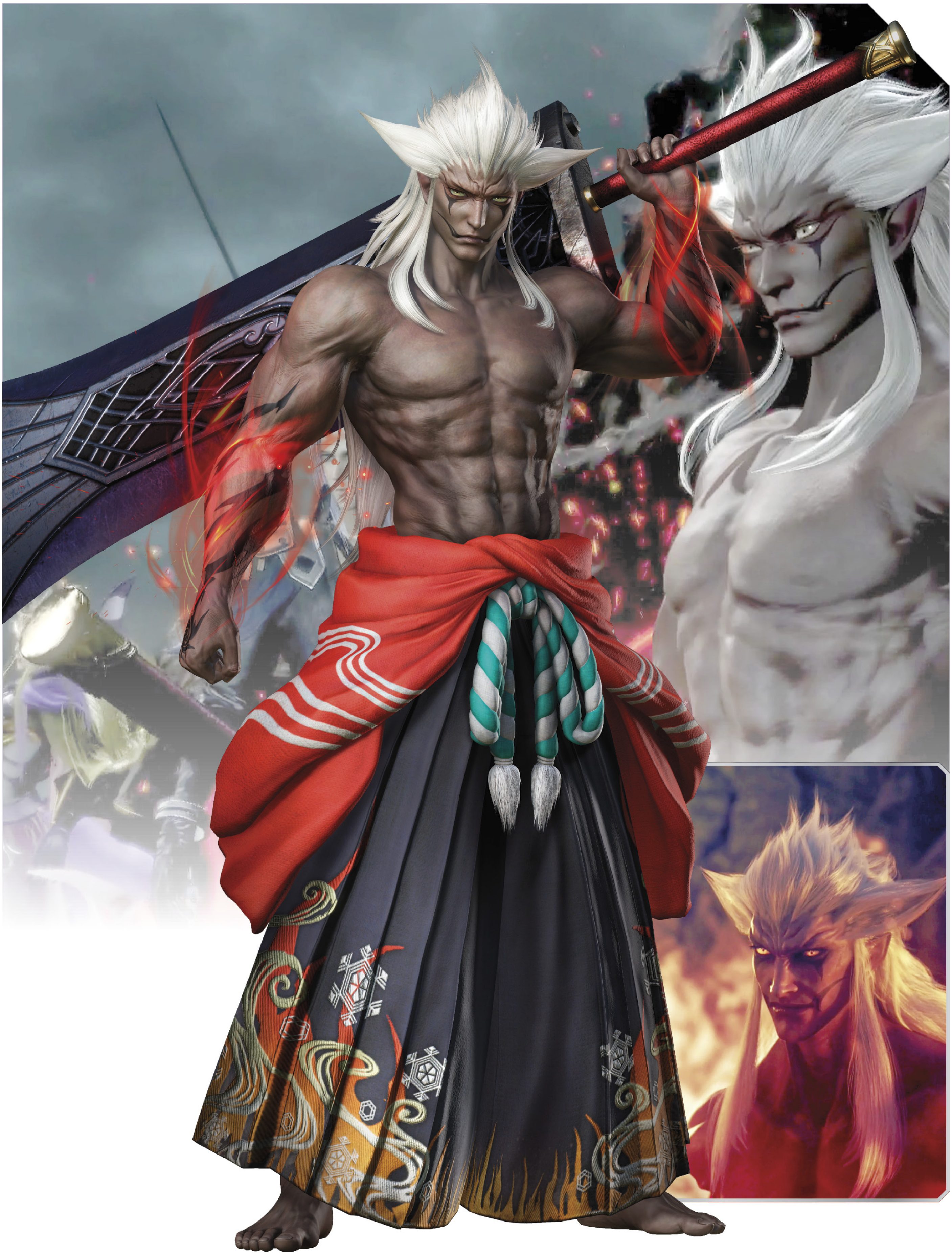
Takeo Kujiraoka, Game Director

A Closer Look

Shantotto

A Closer Look

Spiritus

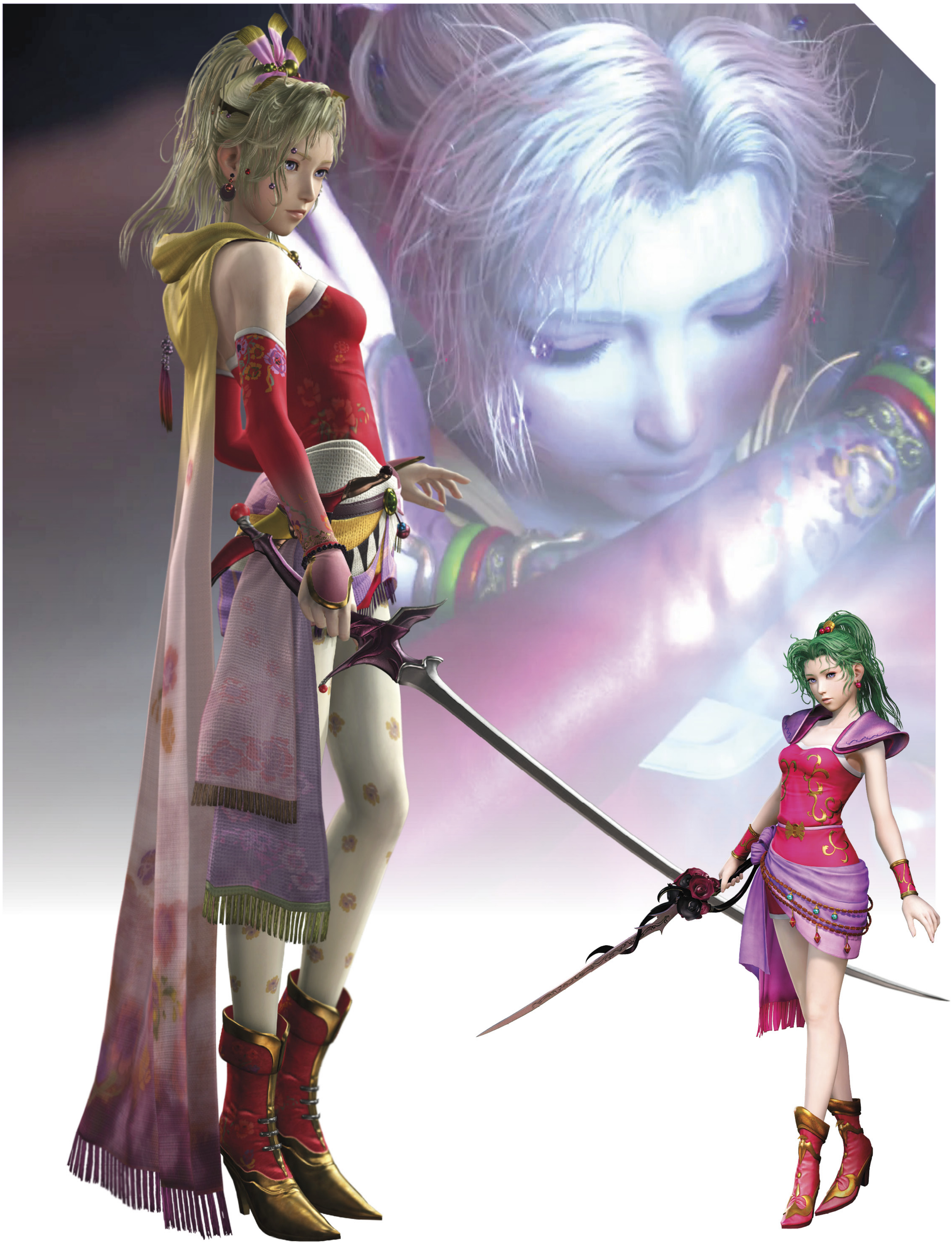


A Closer Look

Squall

A Closer Look

Terra



A Closer Look

Tidus

> ***DFFNT* centers around team play, a common feature among the most popular eSports titles. What can we expect from *DFFNT* in terms of eSports and competitive leagues? Are there any plans to incorporate spectator functionality into the game?**

Esports is still a new challenge for us, and we have a lot to learn about it.

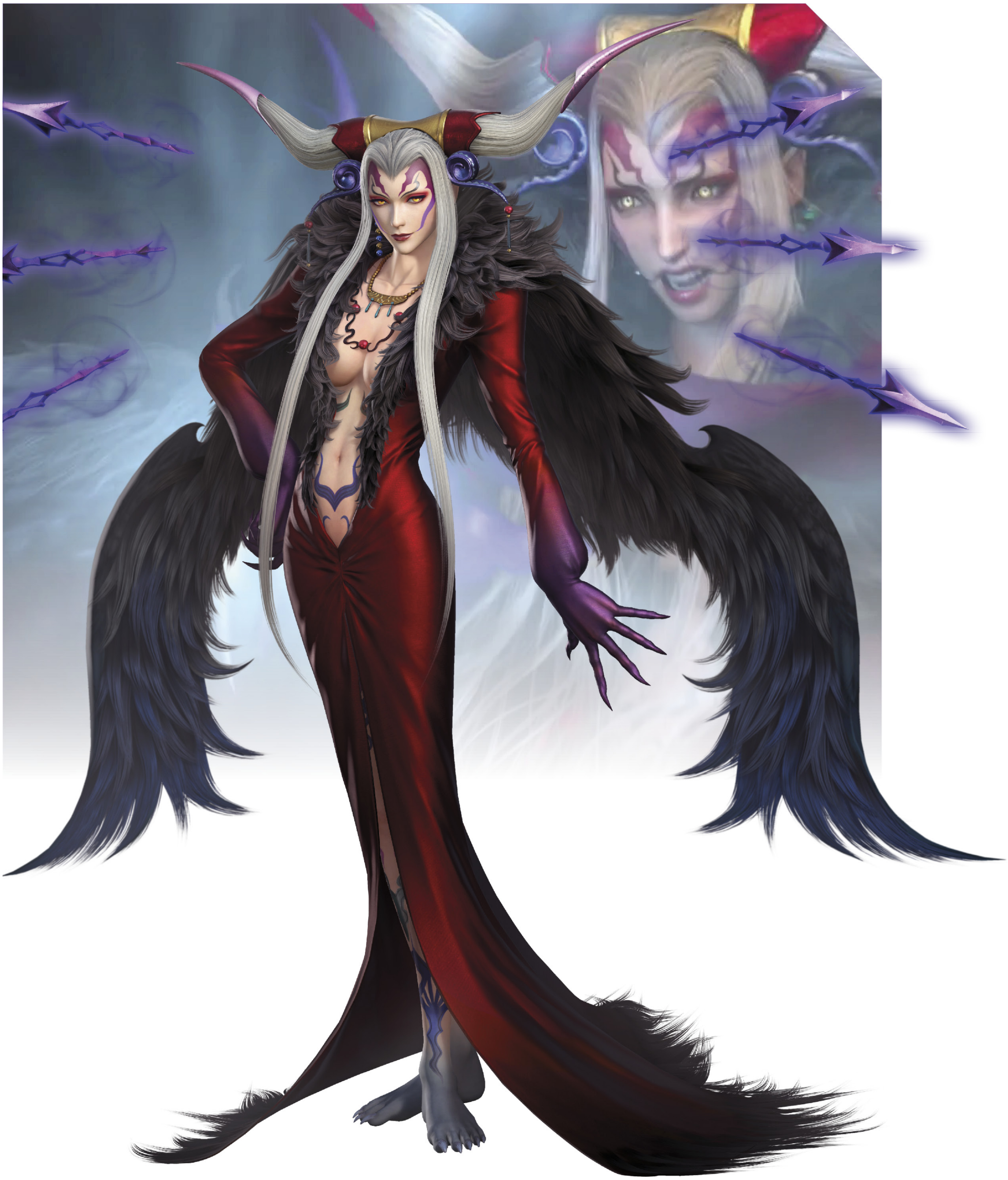
Having said that, though, we don't feel we should be forcing a move into esports and will continue to update and make the game even better after launch, while still thinking proactively about tournaments and the like. That is how we would like to start.

Because of the way the game is structured, it might be difficult to have a Spectator Mode where you can freely watch at any time, but we do plan on adding the ability to be able to spectate on matches held in the same lobby in a post-release update.

Takeo Kujiraoka, Game Director

A Closer Look

Ultimecia



A Closer Look

Vaan

Were there any issues in translating the arcade experience of *DISSIDIA* to a console experience?

The arcade version itself is actually based around the PS4 system, so it wasn't all that difficult converting the game.

We have included voice chat support, so it is fully possible to battle away while communicating with your friends.

Playing the same game alongside people in the same place is one of the unique draws of the arcade, but you can still get a gameplay experience that is in no way inferior on the console version.

Takeo Kujiraoka, Game Director

A Closer Look

Warrior of Light

A Closer Look

Y'shtola

A Closer Look

Zidane

Mechanics

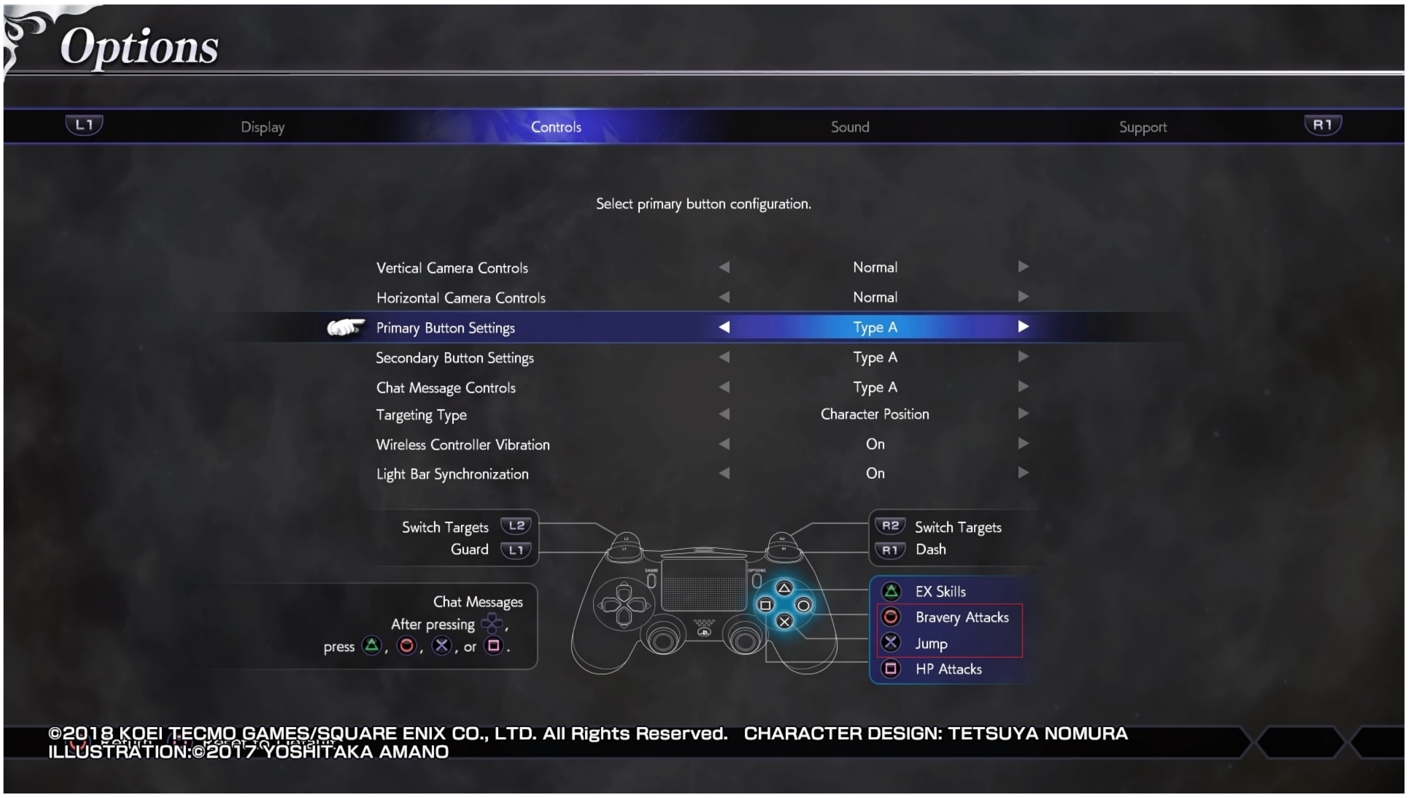
Overview

DISSIDIA® FINAL FANTASY® NT is a multiplayer battle-arena game with straightforward rules and system mechanics. This chapter covers and expands on core basic gameplay elements, including match rule sets, controls, combat mechanics, and the head-up display (HUD).

Mechanics

Controls

The following diagram consists of the default controller commands and actions. Controls are customizable through the Options menu, with several pre-set configuration types for Primary Button Settings (abilities and attacks) and Secondary Button Settings (targeting and defensive commands).



Select primary button configuration.

Vertical Camera Controls ◀ Normal ▶
Horizontal Camera Controls ◀ Normal ▶
Primary Button Settings ◀ Type A ▶
Secondary Button Settings ◀ Type A ▶
Chat Message Controls ◀ Type A ▶
Targeting Type ◀ Character Position ▶
Wireless Controller Vibration ◀ On ▶
Light Bar Synchronization ◀ On ▶

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ILLUSTRATION:©2017 YOSHITAKA AMANO

The Targeting Type option determines how enemy targets are selected. Consider adjusting this setting according to your playstyle. Players who enjoy ranged characters may prefer to use Character Position since they usually have the luxury of determining relative positioning. Since they're often flying on the fringes of fights, the enemy team tends to all be in one direction, easy to toggle between without disorienting camera changes. On the other hand, players who enjoy melee characters, diving constantly into the fray, may prefer to stick with List to avoid confusion with spinning cameras as fighters constantly change position in close quarters.

Character Position: Cycle through targets by where they're located on the battlefield, relative to your current target.

List: Cycle through targets using the enemy list displayed on the HUD (by player number). Since you can target any enemy at any time (as long as they're active on the field), this targeting method may be preferable if your playstyle is focused on locking in and finding specific threats based on character data or by the player-numbered minimap.

Basic Actions

MOVEMENT AND CAMERA

DISSIDIA uses a conventional control and camera scheme seen in most third-person games. The left stick and shoulder buttons control movement and targeting, the right stick controls the camera, and the face buttons are used to attack and jump.

High Jump: Note that you can vary the height of your jump. Tap ⊗ for a small jump; hold ⊗ to jump higher.

Double-Jump: Press ⊗ again while in the air to perform a double-jump. Certain characters (generally assassins) can triple-jump.

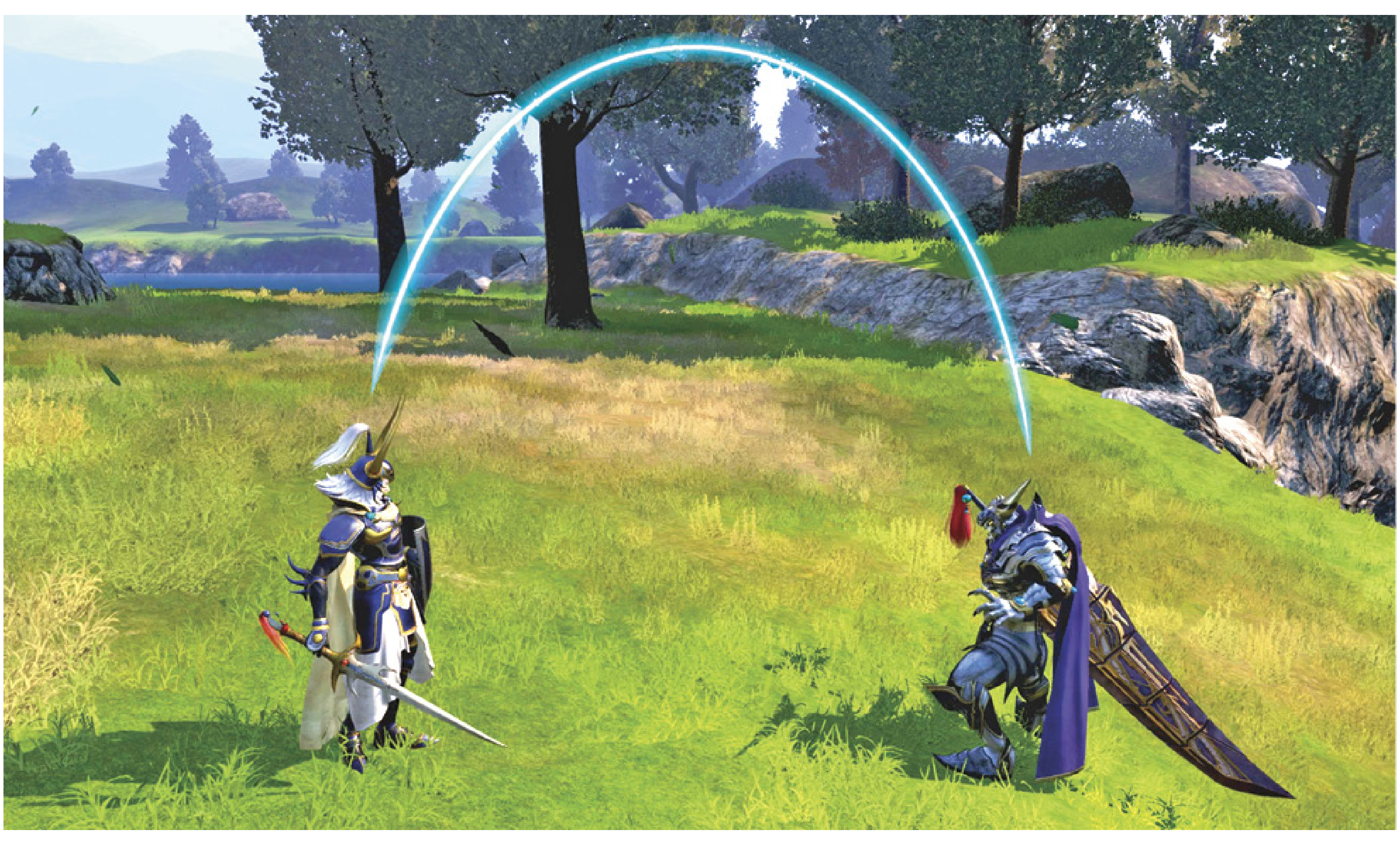
SWITCHING TARGETS

L2 / R2 switches targets relative to the current target (depending on the aforementioned Targeting Type setting).

Target Closest Enemy: Press L2 + R2 to target the nearest enemy. This is an extremely useful shortcut for quickly addressing the nearest threat in the middle of a skirmish, or if you need to turn to an opponent behind you.

If an ally is targeting your target, their player number is displayed by the target reticle.

Target Lines: Target lines indicate when you're being targeted by an enemy. The blue line turns red when the enemy targeting you begins their attack. Pay attention to this indicator to help you time your defensive maneuvers, such as **guarding** or **dodging**.



DASHING

Hold R1 (with the left stick neutral) to dash directly at your target.

This lock-on dash angles toward the foe even if they're higher or lower than your character. This means lock-on dashing is a way for characters to ascend while saving their double-jump for later.

Neutral dashing is extremely useful for quickly chasing targets beyond jump height.

Hold R1 while pointing the left stick to dash in that direction, but only at your current altitude. You can ascend by jumping or descend by releasing the left stick (or by guarding).

Dash Stamina: While dashing, a gauge appears, indicating how much dash time you have left.

Although dashing is an incredibly powerful mobility option, its limited gauge forces you to ration its use. The **dash gauge only replenishes while you are grounded and not attacking**, making effective dash gauge management crucial. Try to keep a reserve of dash gauge available when traversing the map unimpeded. You don't want to rush into a skirmish only to find yourself out of breath and needing to rest. Should the enemy team suddenly turn their attention toward you, you want to have some dash gauge available for maneuvering.

Dashing while airborne (e.g., during a jump or double-jump) allows you to "fly" at the altitude you started dashing at. This is an important aspect of combat to understand and become accustomed to, since verticality spacing plays a key role in *DISSIDIA*.

DIFFERENCE BETWEEN AIR-DASHING AND GROUND-DASHING

While air-dashing and ground-dashing are generally identical, there's a key distinction to be made when it comes to executing Bravery Attacks. Some characters have two separate dashing attacks: one during air-dash and one during ground-dash. However, it's not always obvious which dash you're performing, so the following may clear it up.

You can only perform a grounded dash by holding a direction on the left stick + R1 while standing on the ground. Inputting a neutral dash toward a grounded target results in an air-dash.

Wall-Running: Press ⊗ while dashing near a wall or vertical pillar (like a tree) to perform a vertical climb. This is used to climb ledges or to gain a height advantage and is the only way other than lock-on dashing at an airborne target to quickly gain altitude beyond jumping limits.

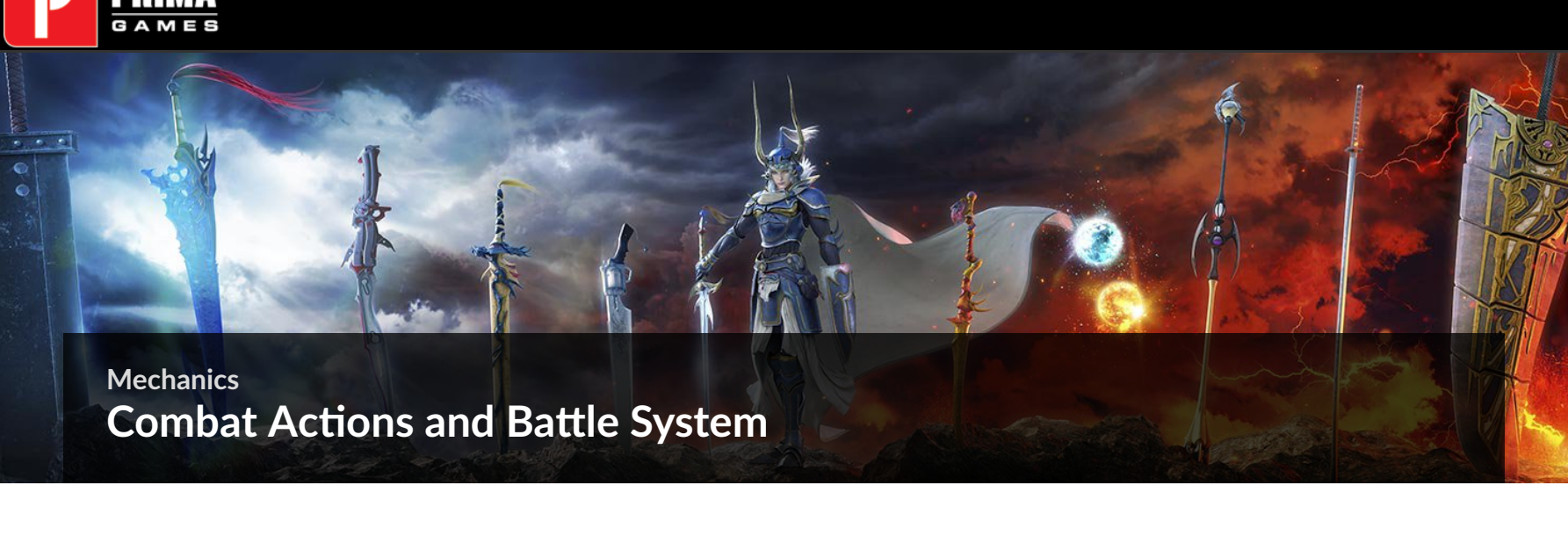
Make use of your wall-run maneuver to climb vertically without having to commit to a jump and double-jump.

COMMUNICATION & PLANNING

Since matches largely revolve around teamwork, effective communication is just as important as skillful combat, if not more so. Although voice communication is ideal, *DISSIDIA FINAL FANTASY NT* has a powerful built-in chat system. Chat message menus are assigned to D-Pad directions, and specific messages are then assigned to one of the four face buttons within these menus. Fortunately, these menus can be customized on a character-by-character basis within the Character Customization interface. **Think about which messages you frequently want to express in battle, and practice using them to direct your team to victory.**

While a match is loading, make mental notes of who's who: Vanguard? Assassin? Marksman? What are their minimap numbers? Make an effort to quickly note this stuff as a match begins, and it'll soon become second nature.

Also get in the habit of checking everyone's loadout of HP Attacks and common EX Skills. You'll be unfamiliar with many HP Attacks and EX Skills at first, but this exercise will help you get more familiar with different characters and EX Skills faster. Eventually, once you're familiar with all the moves, this will simply become part of formulating your strategy and objectives for the match.



Mechanics

Combat Actions and Battle System

DISSIDIA uses an unconventional health and "lives" system. **Party health** represents how many lives remain on a team, **HP** is how much health an individual character has, and **Bravery** is a character's current power level.

THE BRAVERY SYSTEM

Bravery is a unique hybrid power/vitality system (not to be confused with a character's HP value). Successfully attacking your opponent reduces their Bravery value while increasing yours. Characters have multiple Bravery Attacks, each executed with ● in some fashion, such as:

●

● while dashing (R1 + ●)

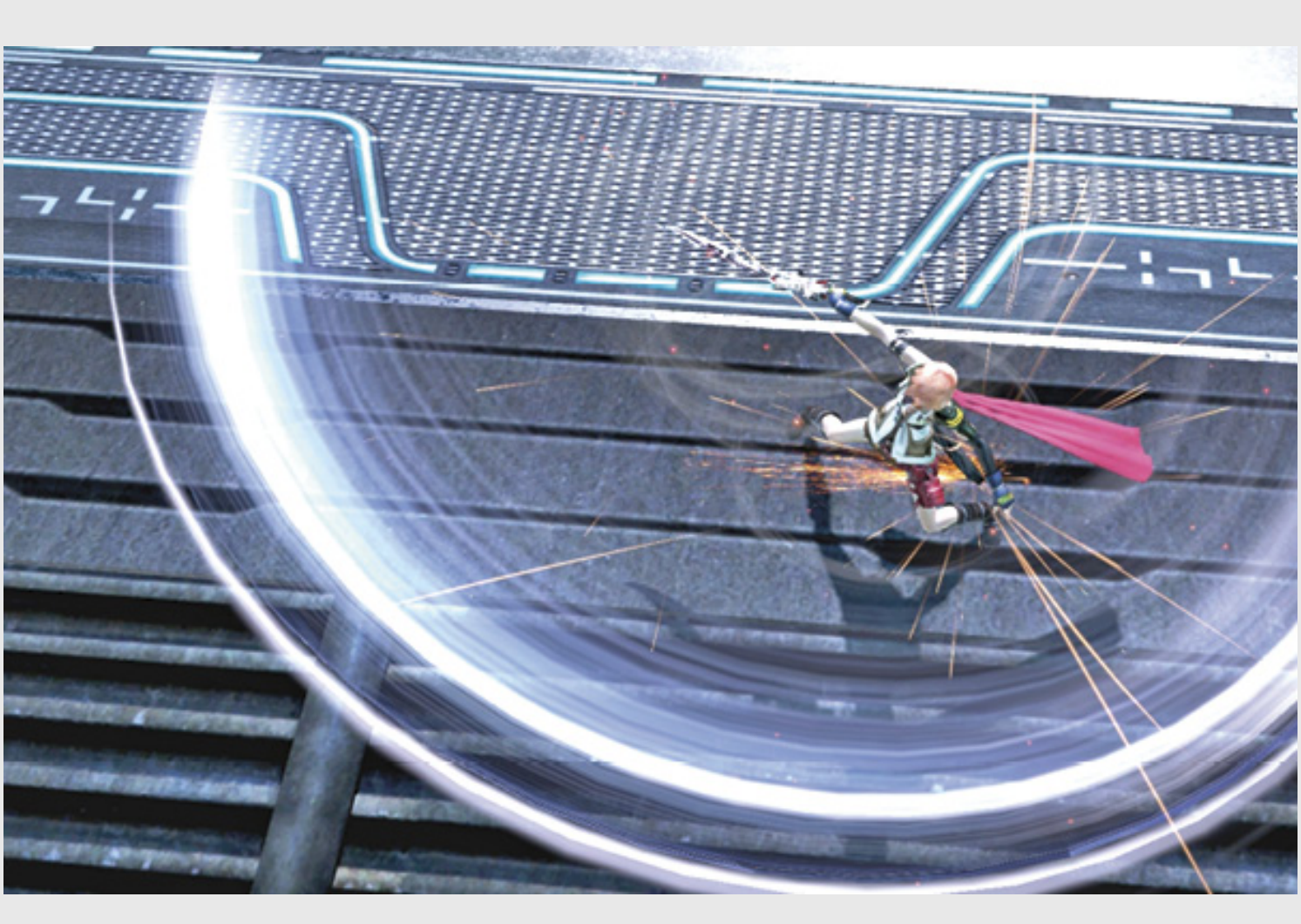
⬆ + ●

⬇ + ●

Additionally, most characters have an entirely separate set of attacks while executing the above commands in mid-air (for instance, during a jump). These may be referred to as "airborne attacks" in this guide. For comprehensive lists of attacks, refer to specific character chapters.

VARIOUS BRAVERY ATTACK SETS

Most characters have access to around seven unique Bravery Attacks: three while grounded, three while airborne, and one while dashing. However, some characters (such as those with multiple combat "stances") may not have certain directional attacks while in a certain stance.



Inputting ⬇ + ● as Lightning executes her neutral ● attack. However, between her two COM and RAV paradigms, she has access to more attacks than most characters.

UNDERSTANDING ATTACK COMMANDS

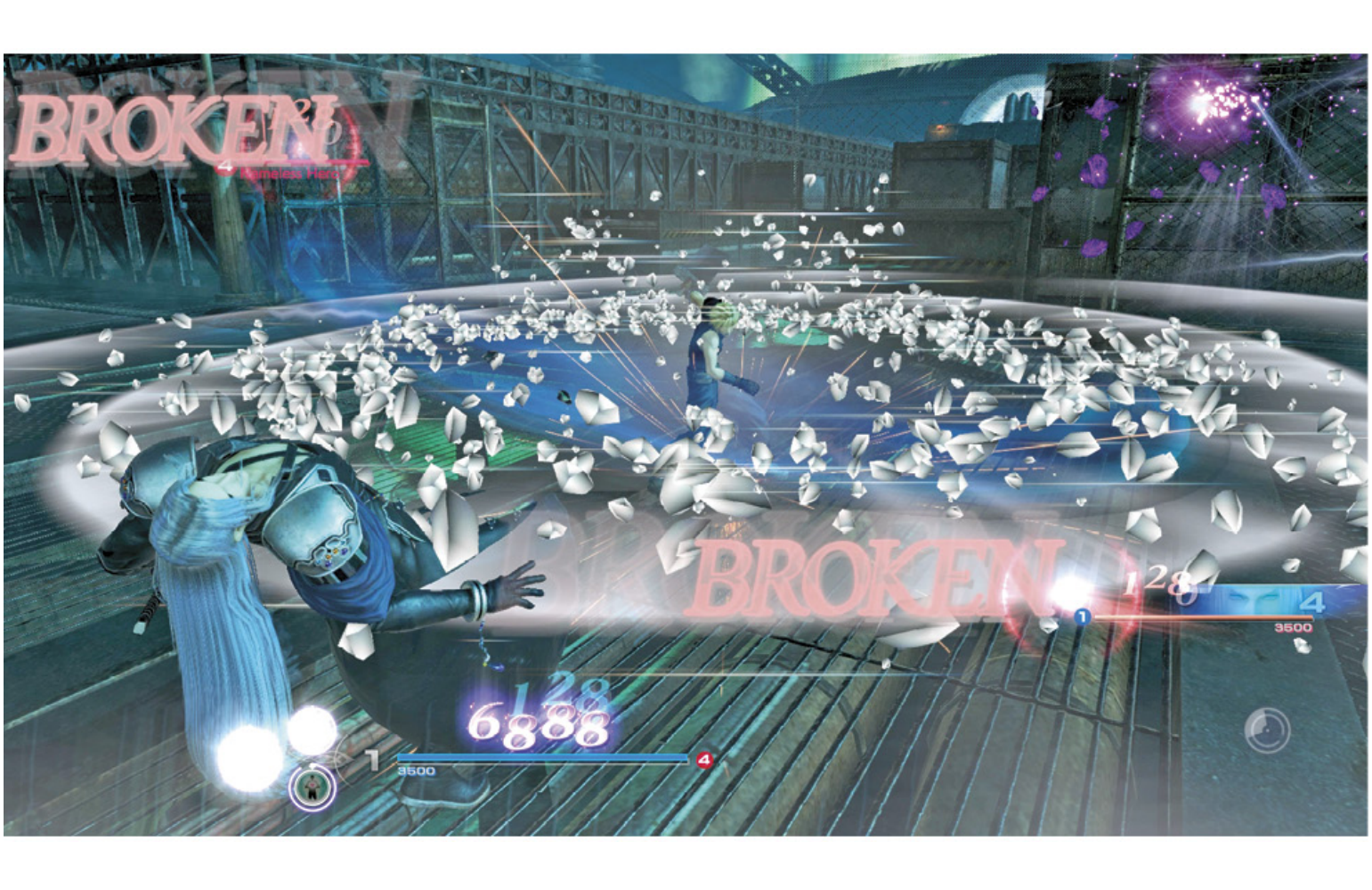
Although most attack commands are simplified to direction+ ● , the command itself isn't necessarily the condition for executing certain moves. In rare instances, you may be using the left stick to move in a direction relative to your target that slightly differs from what you're inputting, and if you perform an attack, you might get an unexpected outcome.

For example, you may get two different attack outcomes executing ⬅ + ● , depending on your target's positioning relative to your character and camera (sometimes you might get the ⬆ + ● attack, and sometimes the ⬇ + ● attack). This is because the game checks whether you're moving toward or away from the target, instead of what directional inputs you're entering. The best way to avoid this is to explicitly use ⬆ + ● , ⬇ + ● , and neutral ● commands and avoid using ⬅ + ● and ➡ + ● .

Keep this in mind, and be deliberate with your movement before committing to an attack!

Note that this relative command quirk does not apply to "while dashing" attacks, such as Sephiroth's Hell's Gate. Attacks like these are executed by explicit input commands while dashing. For instance, as Sephiroth, once you're in a dashing state in any direction, pressing ⬇ + ● executes Hell's Gate.

Reducing an enemy's Bravery below zero rewards you with a "**break bonus**," instantly boosting your own power by 1000.



However, to knock out (or "incapacitate") an opponent, you need to successfully connect with HP Attacks, performed by pressing ■ . Scoring a successful HP Attack sets your Bravery value to zero, leaving you break-vulnerable for a brief period while your Bravery resets to 1000.

Anyone who scores a knock out will enjoy a 50% Bravery attack power increase for 5 seconds.

Characters have multiple HP Attacks to choose from during the pre-match Battle Set configuration menu. However, only one HP Attack can be assigned per match. Vaan is the only exception, capable of equipping two HP Attacks. At the outset, only one HP Attack is available per character. The rest of the fighter's HP Attack arsenal is unlocked by leveling up, which is done through combat in any mode.

HP ATTACKS AND BRAVERY MANAGEMENT

Bravery management is an important aspect of the game, and one of the inherent risks of going for an HP Attack is that you drain your Bravery upon successfully landing one (although it automatically resets to 1000 after a short period of time). You can take advantage of this fact by going after opponents who've just spent their Bravery, which gives you a break bonus. This can swing a match in your favor, as you're instantly awarded 1000 Bravery points for causing the broken effect.

Of course, this means you also need to be wary when finishing off a foe with an HP Attack (or using HP Attacks in general, such as for breaking guard). Watch the minimap carefully as you deliver your HP Attacks—you may need to immediately dash cancel away to safety!

Another implication of the Bravery-reset system is that it may be more efficient to spend your Bravery on weaker HP Attacks, rather than saving for one big purple-number finisher. Since your Bravery is automatically reset to 1000 after (provided you aren't being broken by an enemy), you can view the reset as a "free" additional 1000 Bravery points. For example, if you see an opening to spend 1500 Bravery on an HP Attack against a full-HP (3500) enemy, you can opt to take the shot. Since you're "refunded" 1000 of it, you only need to score an additional 1000 Bravery post-reset to be able to finish off said enemy.

HP Attacks at any strength can be useful for knocking the victim out of the fight temporarily, almost like a "hard knockdown" in traditional fighting games. And, counterintuitively, it can become worthwhile to go for HP Attacks that do almost no damage, if your Bravery is at or near 0. This can happen if hit by Bravery-draining debuffs, like Bio effects. In this case, landing an almost harmless HP Attack can get you back to 1000 Bravery faster than clawing your way back there with Bravery Attacks and risking being broken while doing so.

HP Attacks vary in range and speed and usually have distinct properties, so choose the HP Attack that best suits your planned strategy.

Refer to individual character chapters for comprehensive Bravery and HP Attack listings and descriptions.

Although the Warrior of Light's Bitter End is an HP Attack, it's a particularly unique ability that parries enemy Bravery Attacks.

DEFENDING

GUARDING

Damage from Bravery Attacks can be nullified with a guard barrier, activated by pressing and holding L1 .

However, you have a limited amount of guard stamina, represented by the color of your barrier.

As you hold your guard, the barrier changes color from green, to yellow, and then to red.

When your guard stamina is completely depleted and your barrier breaks, you're penalized with a dizzying status effect, leaving you vulnerable to attacks. **Note that guard stamina depletes whether you guard attacks or not**, so simply keeping up the barrier without blocking an enemy attack can eventually lead to a stunned guard-break.

SIDESTEPPING

Sidestepping can be performed in two ways: by pressing L1 while moving; or by holding L1 to guard, then tapping the left stick in the direction you want to sidestep.

While sidestepping attacks consistently requires practice, it's an extremely important skill to learn, as it allows you to quickly evade attacks while potentially rewarding you with an opportunity to retaliate against a vulnerable enemy.

NO "I-FRAMES" DURING SIDESTEP

Sidestepping in *DISSIDIA* is just that—a sidestep (and not an invincible "roll"). Although the sidestep is a crucial burst of movement, you aren't immune at any point during the sidestep animation. This means you can still be hit by lateral attacks, even though you're evading an anterior or posterior one.

Constantly sidestepping usually isn't the ideal method of movement. For most characters, the latter portion of the sidestep is a recovery period where they're briefly immobile and unable to act, making mistimed sidesteps punishable. To get around this, you can dash cancel the tail end of the sidestep (see "Wave-Dashing" under Canceling Techniques).

Mixing It Up: Bravery and HP Attacks Versus Guard and Sidestep

Whenever a standoff situation comes up between two players, an aggressor and a defender, there's generally an assumption that the advancing vanguard or assassin is going to go for a Bravery Attack. A natural reaction for the defender is to raise their guard barrier. This negates all damage, and the attacker's move usually pushes the defender to safety.

But the aggressor can mix up their offense and go for an HP Attack, which is not guardable. This is the paradigm of the attack/defense guessing game. Fundamentally, the attacker's and defender's decisions revolve around how they think the other is going to react to this kind of confrontation. To add to this model, you also have to take into consideration Bravery values between both players.

For instance, if you're the defender and someone with a high Bravery value approaches you, you may be more inclined to go for an evasive sidestep, knowing that you can't block the likely incoming HP Attack.

On the flip side, you may be an attacker with little to no Bravery, so you know the defender will likely react with a standard guard barrier. You can use this kind of knowledge to your advantage and go for a low-damage HP Attack anyway, which can "guarantee" some damage and a hard knockdown effect, or perhaps hit them with a special HP Attack status affliction.

Keep these things in mind when you find yourself in these situations, as **learning to "read" the opponent can go a long way**!

After being launched by a Bravery Attack or combo, press ⊗ to perform a mid-air recovery "flip," which allows you to immediately regain control of your character, and to prepare yourself for a potential follow-up attack. Note that you cannot recover from HP Attacks.

Air Recovery Implications: Invincibility and HP Attack Traps

An important aspect of the air-recovery flip is the **brief invincibility window during the flip animation**. For instance, instead of mashing ⊗ while you're reeling from an attack, wait and time your recovery as your opponent advances for a follow-up attack. If timed correctly and your opponent commits to attacking your vulnerable state, your recovery-flip invincibility window will prevent any damage, affording you a potential retaliatory attack, as they're vulnerable from their whiffed attempt.

If you're on offense, you can exploit an enemy's air recovery with certain HP Attacks since they're unguardable. For example, with Zidane, you can follow up an ally's Bravery combo by closing in on the target and casting Tidal Flame on them. Although the target is invincible for a brief period during their air-recovery flip, your Tidal Flame persists long enough to tag them as they lose their invincibility status.

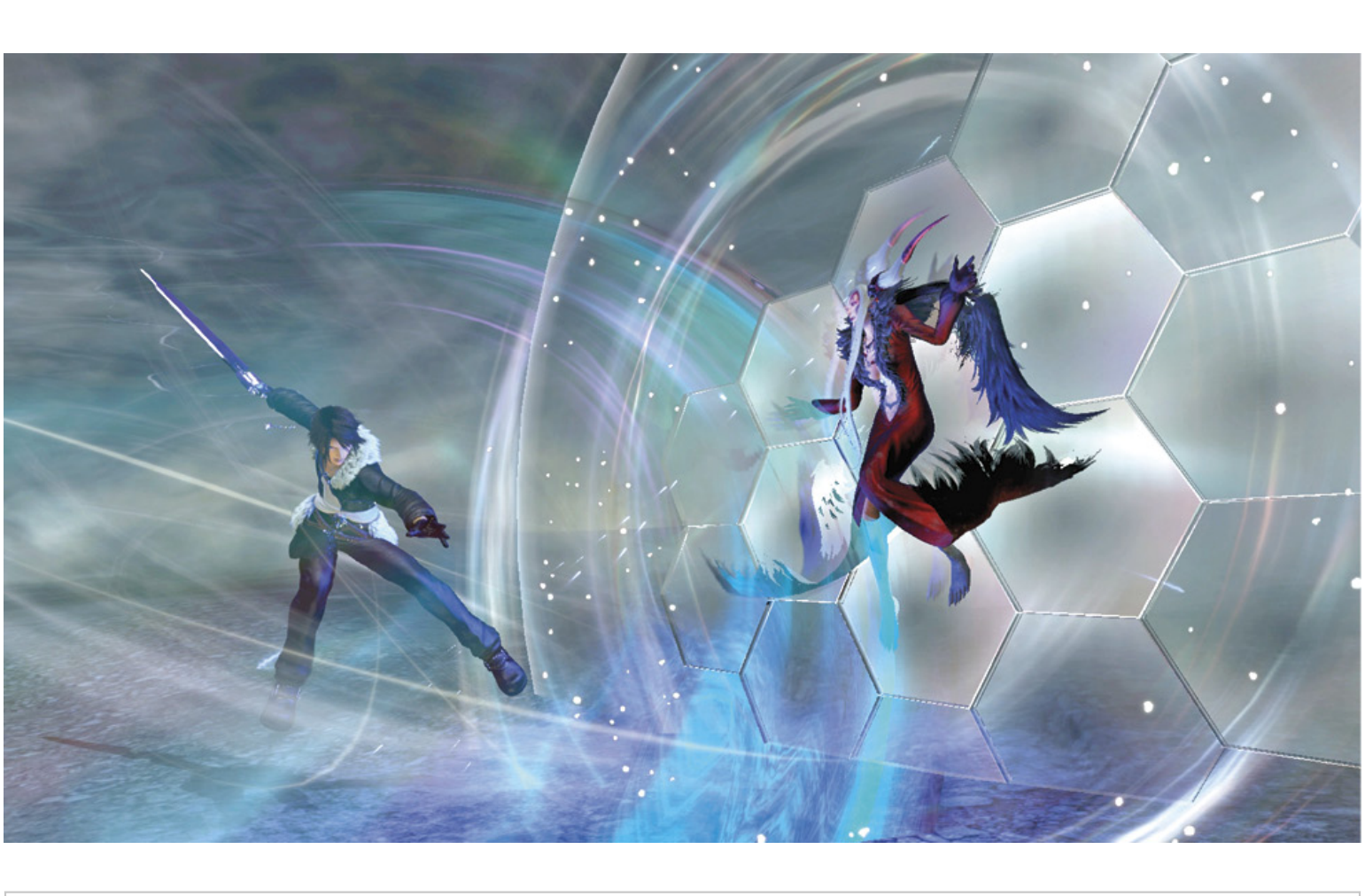
WALL RUSHES

Pinning the enemy to a wall is one of the few ways you can perform true solo combos. In this context, a "true combo" means linking two entirely separate attack series together, such as ● > ● > ● into another ● > ● > ● .

A wall rush, also often referred to as a wall pin or wall hit, occurs when you hit the enemy with a knockback effect while their back is near a structure or blockade. Generally, all melee combos can wall-pin at the end of their series (e.g., the last hit of Cloud's grounded ● > ● > ● combo, Sonic Break). **Most marksman combos and projectiles do not cause a wall pin**; however, some ranged attacks may break this rule (like Firion's Fulminating Strike and Bullseye projectiles, or Exdeath's Vacuum Wave).

Upon a successful wall pin, you can essentially follow up with guaranteed damage, either with another full Bravery combo or an HP Attack to reduce your target's HP. You can only take advantage of this guaranteed damage once per sequence, as a **subsequent wall pin renders the enemy invincible to prevent "infinite" combos**.

Pay attention to your positioning always, especially if you're on defense. If your back is to a corner, you're at risk of taking an inordinate amount of damage.



POISE AND INTERRUPTING

The poise and interrupt system determines whether your attacks can be interrupted, and whether they can interrupt other attacks. This system is influenced primarily by character classes, with its most important implication being the priority and poise of class attacks in the following order: vanguards > assassins > marksmen. While vanguards are close- and mid-range fighters with generally the slowest movement speed, they have the highest poise and interrupt values, allowing them to blow through assassin and marksman attacks with their own. Poise and interrupt values for specialists vary and are character-specific.

POISE AND INTERRUPT: RUNDOWN

Guarding, sidestepping, dashing, and standing still have default poise, so you can be hit by anything.

A character's poise increase generally occurs when an attack's hitting area is extended (not immediately after the ● input), and ends during the attack's recovery.

Sephiroth's neutral ● becomes sturdy as he begins to swing his blade, making him uninterruptible to most assassin and marksman attacks. After its active hitbox, his poise is reset to default level and vulnerable to any type of attack.

The gaps between hitting periods have default poise.

Sephiroth's neutral ● > ● has a brief default poise period between the first and second ● attack areas, so he's not totally sturdy during his entire combo and can be interrupted at specific points.

Almost all HP Attacks have maximum interrupt potential.

Virtually all HP Attacks in the game can interrupt any other attack, so if you really need to stop an enemy from attacking your teammate, use a well-placed HP Attack (regardless of their class and whether they're using an HP Attack).

Attack interruption is usually higher than its poise.

This means if you're a vanguard and an enemy vanguard is attacking your allied marksman, you can always blow through the enemy vanguard's high poise value with your higher interrupt attack, whereas you might not be able to as an assassin or marksman (at least until the enemy's attack enters recovery phase). This gives the interrupter an advantage when classes are equal.

Summons have vanguard-type interrupt values.

Summon attacks (e.g., from Shiva), blow through most attacks, except the poise of HP Attacks.

Assassin Bravery Attacks have higher interrupt potential than marksman Bravery Attacks.

Marksman Bravery Attacks have the lowest interrupt and poise of all attacks.

EX Skill attacks vary in interrupt and poise.

Kain's Level 3 Jump has a much higher interrupt value than his Level 1 Jump.

Specialists can vary on a character-to-character basis.

Exdeath is a heavier specialist, with his moves having higher poise values than their interrupt values. This makes him sturdier than most assassins, although his attacks are spell-based ranged attacks. Bartz's attacks have lower interrupt and poise.

PROJECTILE PRIORITY

How projectiles interact with each other upon collision varies, depending on the strength of the attack. Most ranged attacks have a projectile strength associated with them. Generally, HP Attack projectiles have the highest priority, nullifying contesting Bravery-based projectiles. Large projectiles like Terra's charged Fira spell have priority over smaller projectiles like Ultimecia's Relentless Blades. Some projectiles disregard collision altogether, such as the Emperor's Blue Soul, simply traveling through all other projectiles.

HIT-STUN PRIORITY

Hit-stun priority affects the target's hit-stun animation. When a target is hit by an attack, they go into a hit reel where they're vulnerable to subsequent attacks. This means that in team combo scenarios where multiple players are attacking a single opponent, the attack with the highest hit-stun priority overrides other attacks. For instance, if Sephiroth hits an enemy with ● > ● > ● > ● and, at the same time, Ultimecia hits the same enemy with her ● projectiles, Ultimecia will add damage but not apply any kind of hit-stun to the enemy, because Sephiroth's melee attacks have a higher priority. In this same scenario, if the enemy is hit by an HP-based ranged attack during Sephiroth's melee combo, they'll be knocked away in a "hard knockdown" state, since HP Attacks override all Bravery ones.

Generally, **HP Attacks have the highest hit-stun priority, with melee attacks in a lower tier, then projectile attacks at the lowest tier**. This gives you an idea which attack will "take control" of the victim when several hit at about the same moment.

CANCELING TECHNIQUES

"Canceling," in the context of a game's combat mechanics, refers to any kind of action that interrupts another action, usually in order to minimize downtime and vulnerability. *DISSIDIA* allows for two distinct types of move-canceling.

Evasion Canceling: Evasion canceling is executed by issuing a sidestep input during the recovery period after whiffing (i.e., missing) or connecting with an attack. For instance, if you lunge at an enemy with Sephiroth's ⬆ + ● attack and miss (either because the opponent sidestepped it or because you misjudged its range), you can cancel part of the recovery animation with a sidestep to mitigate your vulnerability. To cancel at the earliest point possible, hold direction+ L1 after your attack.

Guard Canceling: Another defensive canceling option in addition to evasion canceling. Guard canceling ends attacks early, interrupting their recovery animations with a defensive posture. If airborne, your fighter will begin falling back to solid ground too. To automatically guard cancel an attack at the earliest possible moment, hold L1 during the action.

Since sidestepping has its own weaknesses (remember, sidestepping doesn't make you invincible), it's not always ideal to evasion cancel out of a whiffed attack. However, it's generally good practice to at least guard cancel a whiffed attack to potentially block an incoming Bravery Attack retaliation. Of course, you can always follow up with a sidestep out of the guarding state. Against incoming Bravery Attacks this can be safer than evasion canceling, since there's no risk of being clipped if the sidestep fails to clear the threat. Against incoming HP Attacks you can't guard, you must opt to evasion cancel to have a chance of dodging those.

Dash Canceling: Performed similarly to an evasion cancel, most attacks that make contact with an enemy can be canceled with the dash command. This is primarily relevant to melee attacks and allows for smooth transitions between attacks. For example, if you successfully connect with a Bravery combo that launches a foe away, you can cancel the remaining recovery period with a dash, either toward the same target or another target close by, reducing your downtime between actions.

You can also use this to link together multiple melee Bravery combos if the initial Bravery Attack results in a wall hit. A sample sequence potentially resulting in finishing an enemy would be:

Bravery combo >wall pin >dash cancel >HP Attack finisher

You CANNOT dash cancel whiffed melee attacks or ranged attacks. Additionally, most "while dashing" attacks cannot be dash canceled, or they receive little benefit in terms of recovery reduction.

Wave-Dashing: Wave-dashing is a movement technique taking advantage of the ability to cancel a sidestep with dashing and vice versa. A sidestep cannot be canceled with an attack, guard, or another sidestep, but it can be canceled with a dash. This allows for greater and more fluid mobility and, more importantly, **dramatically increases the time you can spend airborne**.

For instance, you can double-jump (or wall-run), then cycle between sidestepping and dashing, rhythmically inputting direction+ L1 , R1 , L1 , R1 , repeated until you run out of dash gauge. This greatly extends your flight duration since sidestepping in the air temporarily halts the draining of dash gauge while continuing air mobility. The only downside is that there's a slight start-up time when dashing, so an enemy can theoretically dash straight toward you to catch you with an attack.

Another way to utilize this dancing maneuver is to smoothly transition a backward sidestep into a retreating dash to create space between you and a potential threat (if you're a marksman trying to get away from a vanguard, for example). There's a **significant recovery period when using sidestep on its own, so consider dash canceling whenever you sidestep**.

Additionally, you can cancel your grounded and airborne dashes anytime with a jump. In the air, you can double/triple-jump to do so.

MASTERING MOVEMENT

Before you become an expert at any one character, one of the most important skills to hone is movement efficiency. By learning and putting into practice the various movement-canceling techniques, you can fluidly traverse the battlefield.

Default movement (or "walking," simply moving with the left stick) gives you the most freedom to act and react.

You can occasionally find yourself stuck dashing and sidestepping everywhere you move, due to the potential chaos around you. This can leave you vulnerable in certain situations since you can only cancel your sidestep with a dash, and dashing requires a noticeable time commitment. Additionally, guarding and attacking from a dash isn't as instantaneous as guarding and attacking from a default walking state. This is particularly important when you're on defense and you have an enemy or two closing in on you, in case you need to put up your guard barrier.

Dash gauge is limited but regenerates quickly upon touching the ground in a default movement state.

Be mindful of your dash gauge at all times. Running out of dash gauge in the middle of a skirmish can be dangerous. Many of your movement-canceling techniques depend on dash canceling, and if you've depleted your dash gauge, you won't be able to cancel your sidestep to retreat from enemies.

You can cancel a sidestep with a dash, and you can cancel a dash with a jump or sidestep.

If you need to go airborne quickly from a sidestep, you can cancel the tail end of the sidestep with a dash and then immediately jump into the air (both grounded and airborne).

Dashing can be canceled with HP Attacks and EX Skills.

You don't have to release R1 to transition from dashing into HP Attacks and EX Skills. This is effective for quickly throwing out HP Attacks while quickly traversing the battlefield.

Sidestepping does not consume dash gauge while in the air, preserving your altitude.

Stay airborne by wave-dashing (repeatedly canceling airborne sidestep with dashing, and dashing with sidestep). For characters with strong airborne attacks, you can use this technique to keep a bird's-eye view on the battlefield with a height advantage.

Attacks that launch the attacker upward have direct implications on mobility and should be treated as an alternative jump.

For instance, characters like Cecil, Tidus, Zidane, and Kuja have Bravery Attacks that launch them into the air. These attacks can be evasion canceled and used repeatedly to climb to essentially any altitude. Incorporate these moves into your gameplay to take a high-ground advantage that your enemies may not be able to deal with.

"Dive-bomb" attacks are versatile, both as attacks and as instant air-to-ground traversal moves.

Attacks like Cloud's Braver, Noctis's Heavy Hand, Sephiroth's Hell's Gate, and certain HP Attacks like Jecht's Triumphant Grasp can all be used to give you a mobility advantage. These dive-bomb moves instantly drop you from any altitude straight to the ground beneath you, giving you a way to quickly descend on an enemy or away from enemies chasing you in mid-air.

EX SKILLS

EX Skills are high-impact abilities that can be used once the corresponding gauge is filled.

EX gauges are filled over time and have varying regeneration rates, depending on the skill (this total fill time can be considered the "cooldown" of the skill). EX Skill gauge timers range from 10 seconds to over 100, depending on the specific skill. Additionally, EX gauges are slightly boosted upon landing attacks.

Each character has their own unique EX Skill (or several), further differentiating their proficiencies in combat from those of other characters. Unique EX Skills are assigned to △ while left stick is neutral.

Two other common EX abilities can be assigned to ⬆ + △ and ⬇ + △ in the Customization menu. These support-type buff and debuff skills can be used by any character and should be chosen carefully depending on your team's battle plan. Each character can have up to 10 sets of EX Skills preset in the Customization menu.

See the "Common EX Skills" section for details and specific cooldown timers. Unique EX Skills are detailed in each character's chapter.

SUMMONS

Summons provide a boost to your team's combat prowess, such as increased health or increased Bravery regeneration.

In a standard match, your team's summon is selected before the match starts, determined by a simple vote system. If two or more of your teammates vote on one particular summon, that summon is chosen. Otherwise, a random one is chosen among the three summons voted on by your team.

A summon's pre-summoning effect refers to the combat bonus that affects your team for the entire duration of the match, while the post-summoning effect kicks in once your team successfully calls its summon, which then lasts for the remainder of the match.

The in-game post-summoning effect description includes the pre-summoning effect as well as a bonus effect and does not necessarily mean that the pre-summoning effect is further enhanced, only that there's an additional separate bonus for successfully casting your team's summon.

Summon gauge is accrued by attacking summoning cores that appear periodically during a match, so pay close attention to the on-screen indicating message. Summoning cores are targeted by holding L2 / R2 while one is in play, and they take damage from Bravery and HP Attacks. Each attack grants an increment of summon gauge for that player's team. Summoning cores break after a certain amount of damage, but respawn after a period has passed (default is 25 in-game seconds once destroyed).

VITAL SUB-OBJECTIVE: SUMMONING CORES AND THE SUMMON GAUGE

Manifesting a Summon is a crucial element of a match. Not only do they deliver a plethora of attacks that help set up kills for your team, but for the rest of the match, your team enjoys an extra bonus (see "Post-Summoning Effect" in the **Summons** chapter for details).

When a summoning core appears in a match, controlling the area around it is vital, and the core shouldn't be ignored since there's a strong advantage for the team that can complete the summoning process first. Summoning cores should be treated as a sub-objective, since they indirectly encourage conflict as both teams jockey to land hits to build their summon gauge. This adds another layer of complexity to your strategy, as attacking a core leaves you vulnerable to enemy attacks, so communicate with your team to coordinate your strategy around the summoning aspect.

Summoning cores can be targeted before they physically appear, meaning you always have a small window to target and make your way to a core before anyone else can begin damaging it. This is important for certain characters, such as those with trap-based spells they can use to pre-set a trap or persistent damage effect around an arriving core. Pay attention to the various incoming core indicators (Moogle's chat box, the audible indicator, and HUD illumination) to get an early advantage of controlling the area around an arriving core.

Summoning cores and the summon gauge have a unique health and value system. Although these exact values are hidden, there are several useful facts to keep in mind:

A full summon gauge consists of a total of 5000 points.

Bravery Attacks on enemies increase the summon gauge by 25% of the attack's Bravery damage.

HP damage on enemies rewards roughly 80 summon gauge points.

Summoning cores have a unique hidden health value.

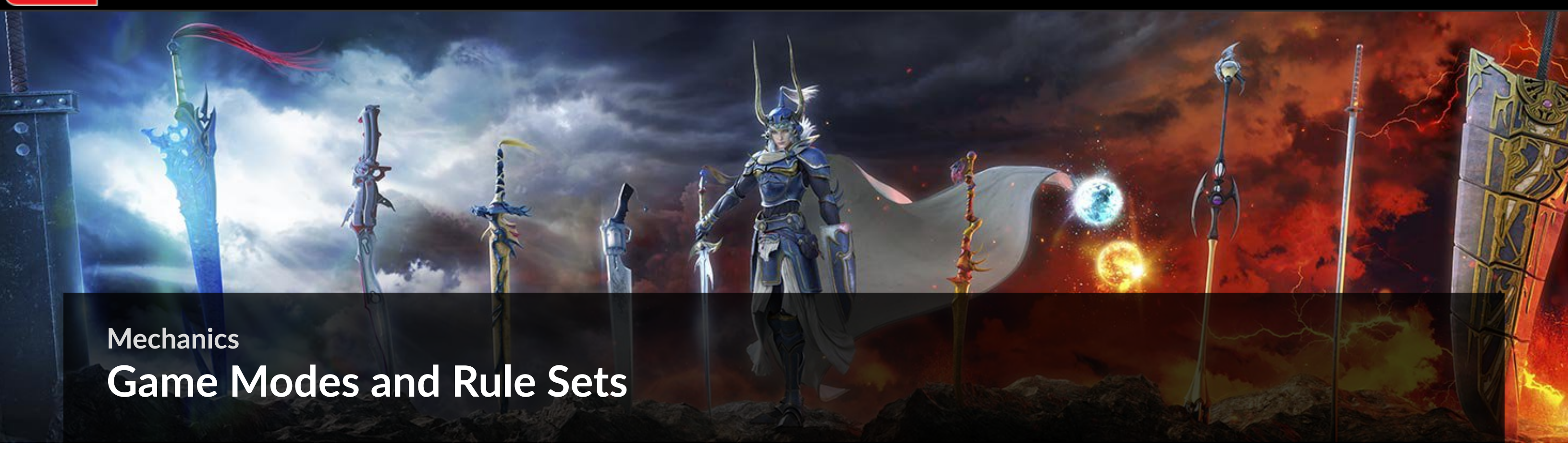
It takes around six basic attacks (standard neutral ● attacks) to destroy a core.

Core damage taken does not necessarily correlate to the character's damage output.

After taking a certain amount of damage (around two to three basic Bravery Attacks), the next hit inflicted on the core rewards the attacker with a huge boost of gauge (about five times as much).

Some attacks are better than others for extracting summon gauge from summoning cores (e.g., Cloud's Braver and Sephiroth's Hell's Gate are excellent core attacks).

Once your team's summon gauge is completely filled, press and hold the touch pad button to start the conjuring process, accompanied by a progress gauge. Completing the incantation for a single player requires about nine seconds of casting. However, your teammates can join in to expedite the process, filling the progress bar at an enhanced rate. Two fighters summoning together builds progress much faster than one; the entire team summoning at once fills the bar instantly. The progress bar's speed depends on the percent (not the sheer number) of team members who are casting. If you're alone on a team, you can summon instantly by yourself. A coordinated team of three summoning at the same time can be difficult to pull



Game Modes and Rule Sets

There are two types of multiplayer game modes, each with unique objectives and win conditions.

STANDARD BATTLE

Each team starts with a limited, non-regenerating resource of three party health segments (displayed at the top-left corner of the screen). This party health bar indicates the number of lives remaining on a team and is shared by all three players.

One party health bar segment is removed from a team when a member of that team is incapacitated. Once a team's party health is completely depleted, the match ends and the opposing team is deemed victorious. Essentially, the first team to score three points wins the match. Since party health is shared among members of a team, victory can be achieved by repeatedly defeating the same enemy player.

Summoning cores spawn periodically and become a focal point, as the core encourages conflict between the two teams. The team that fills their summon gauge first usually enjoys an advantage over the other team.

CORE BATTLE

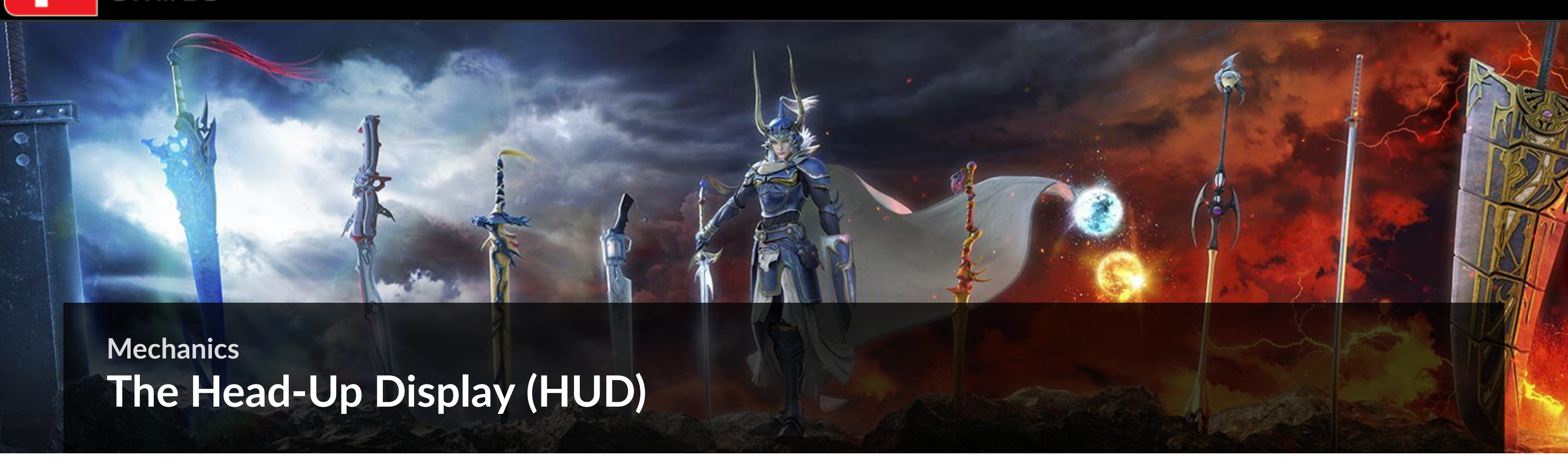
Each team has a base core (not to be confused with a summoning core), each with a health bar (displayed at the top-left corner of the screen). The main objective of this game mode is to destroy the other team's base core while defending your own. Your base core is blue, while the enemy's is red.

The transparent domes that surround the base cores represent the core's immunity zone. If a defending player is within the immunity dome, the base core is immune to attacks. Additionally, defenders who are recovering from a "hard knockdown" from an HP Attack or are still in the post-respawn invincibility state do not trigger the base core's immunity.

Summoning cores spawn regularly, and one of the sub-objectives is to fill your team's summon gauge in order to call down your summon to gain an advantage in combat.

To target the enemy's base core, hold L2. To target a summoning core, hold R2.

Unlike in a standard battle, there is no party health bar. You can kill enemy players over and over, but if you're not dealing damage to their base core, you'll never win. The objective of this mode is to strategically knock out and score HP Attacks to render the enemy core vulnerable to your team's attacks.

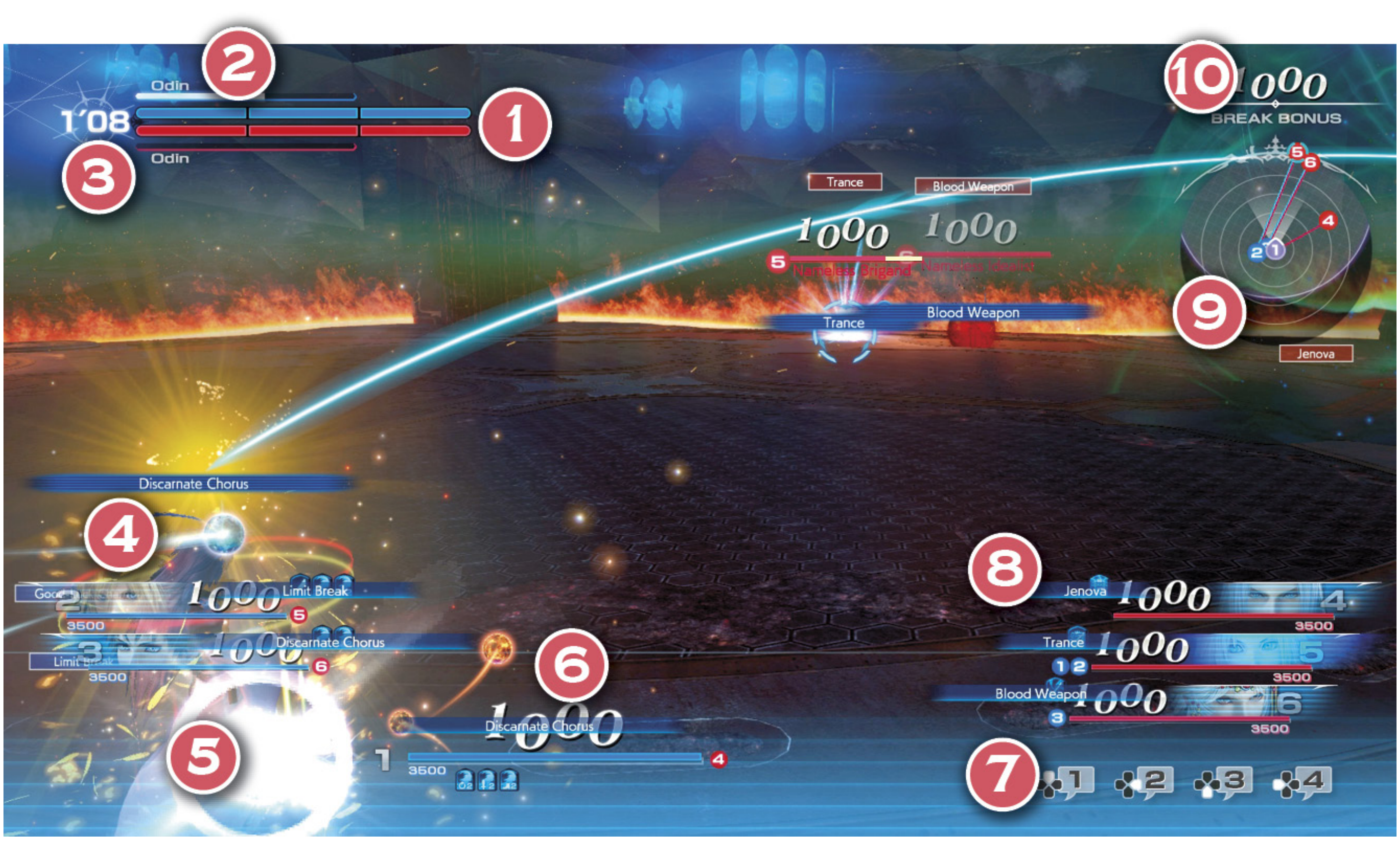


Mechanics

The Head-Up Display (HUD)

Becoming familiar with the HUD is essential to optimizing your decision-making. The HUD provides comprehensive details on almost all relevant aspects of the match and should determine how you approach certain situations. Data such as enemy Bravery/HP values should be considered in your actions and strategy.

However, the area your eyes should be focused on the most (and perhaps even more important than the actual battlefield) is the **minimap**. An exceedingly important skill to master in this type of game is called map awareness—the complete understanding of who and what is where—so make it a point to look at the minimap often.



GENERAL HUD ELEMENTS

1. Party Health
2. Summon Gauge
3. Match Time Remaining
4. Player Team Bravery, HP, Targeting Info, Status Effects
5. EX Gauges and Timers
6. Player Bravery, HP, Status Effects
7. Communication Controls (Quick Chat Messages)
8. Enemy Team Bravery, HP, Status Effects
9. Minimap
10. Break Bonus

Making Map Awareness a Habit

Map awareness is what separates a great player from a good player. It's not an obvious skill that most people go out of their way to practice, but the best players do. One way to integrate a map-awareness habit is to deliberately watch the minimap anytime you're taking an action that doesn't necessarily require your attention. For example, make it a ritual of glancing at the minimap during any of the following actions:

Running away from an enemy

When executing ranged attacks during the attack animation

Successfully connecting a Bravery Attack combination

Summoning

Immediately after being incapacitated

Party Health: The party health "gauge" is represented in three segments. Essentially, it shows the lives remaining of both teams. Your team's health bar is blue, while the opposing team's is red.

Summon Gauge: Above the party health bars is your team's summon gauge. The gauge underneath the red party health bar is the enemy team's summon gauge. Once filled, the gauge radiates brightly, indicating your summon is ready for the incantation process.

Match Time Remaining: The winner and loser of a match ending in a "Time Is Up" depends on match settings. With the "Most Points Wins" setting, the time remaining can be used to leverage mistakes from the opponent by a team who's leading in party health. However, with the default "Double Loss" setting, both teams accrue a loss.

Player and Enemy Team Info: Your teammates are listed on the left-hand side of the screen, while the enemy team is listed on the opposite side. In addition to Bravery and HP values, the party HUD elements indicate all status effects on all players, as well as pertinent targeting information. For example, a red "5" next to your teammate's HP bar means the second player of the enemy team is targeting this teammate. Pay close attention to this info (especially the enemy's data), as much of the data can help guide your decisions.

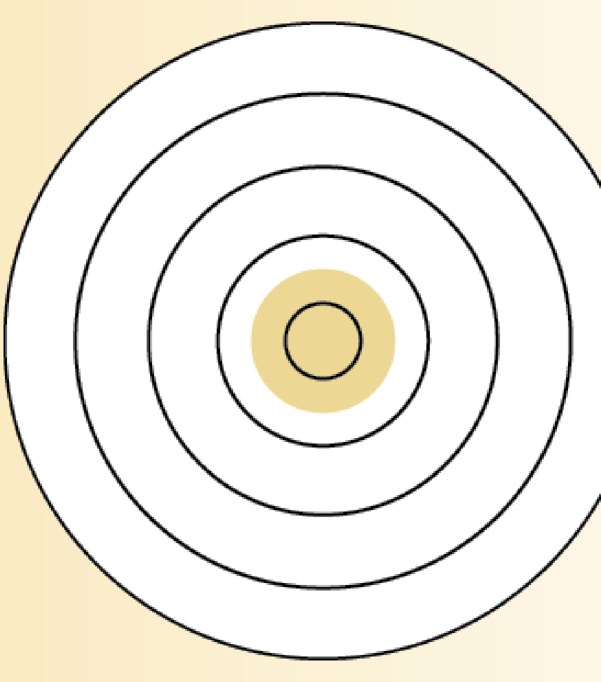
EX Gauges: EX gauges are represented by an incrementally growing circle around the corresponding EX Skill icon. Skills awaiting their cooldown timers are grayed out. Note that some characters have multi-tier EX Skills (such as Kain's Jump I/II/III, and Noctis's multiple stocks of Warp) that can be used before being maximally charged.

Minimap: The minimap is the most important part of the HUD. In addition to showing the locations of players around you, the minimap displays targeting information, revealing how players are targeting each other.

Using the Minimap Range Indicator Circles

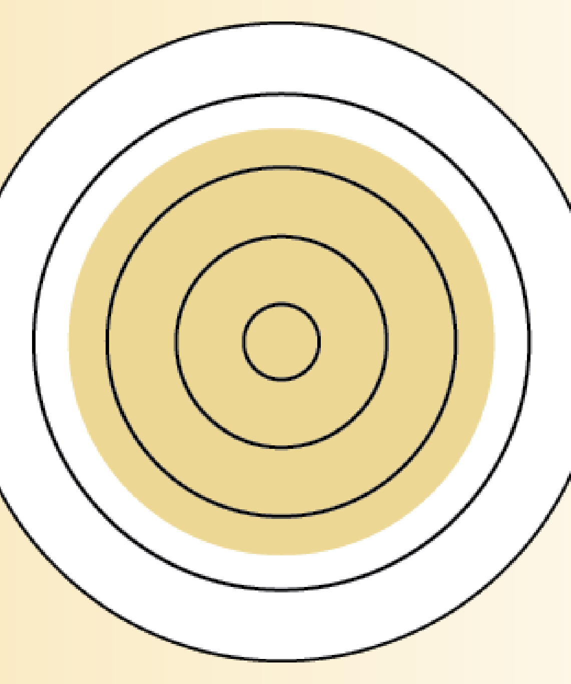
Since attacks widely vary in range, learning to accurately judge attack distance for certain moves is key. An excellent method **to gauge whether you're in range for an attack to hit is by using the convenient range indicators on the minimap**. These indicators are represented by the several tiered circular lines. Each circle on the minimap represents another 10 meters of gamespace. When this guide references a range of 1.0, that's the distance of one minimap circle away, or 10 meters; 3.5 means three and a half minimap circles away, 35 meters. Getting comfortable with spacing is simply a matter of memorizing specific move ranges, plus match experience. If you know your long-range projectile attack connects when the opponent is within the fourth minimap circle, it's just a matter of maneuvering within that range and firing.

Individual attack listings in the character chapters of this guide are accompanied by a visual minimap range diagram.



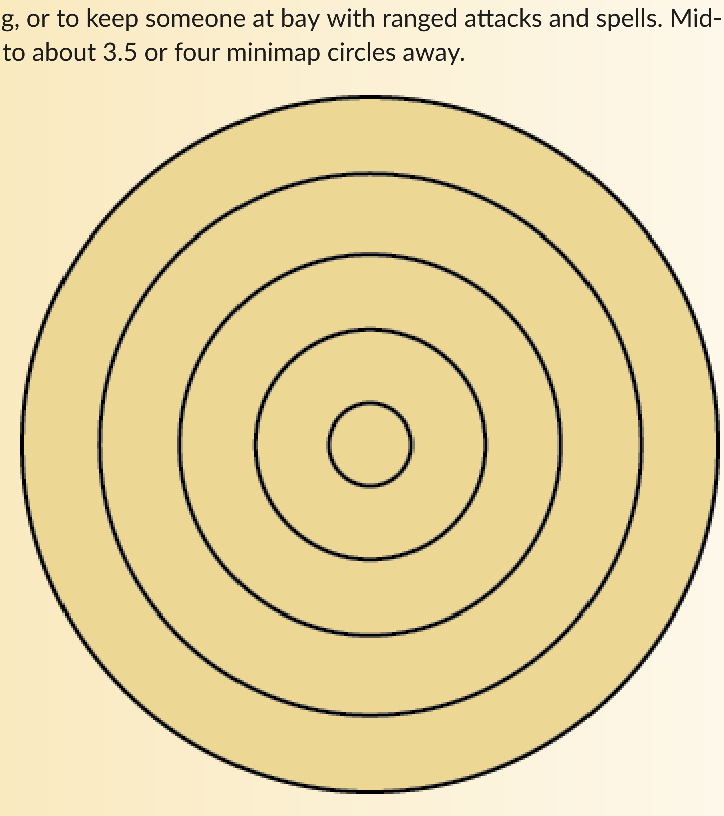
Close Range

Close Range: When this guide talks about **close range**, this usually means within one minimap circle, or at most around 1.5. At close range, characters are typically within immediate melee striking distance.



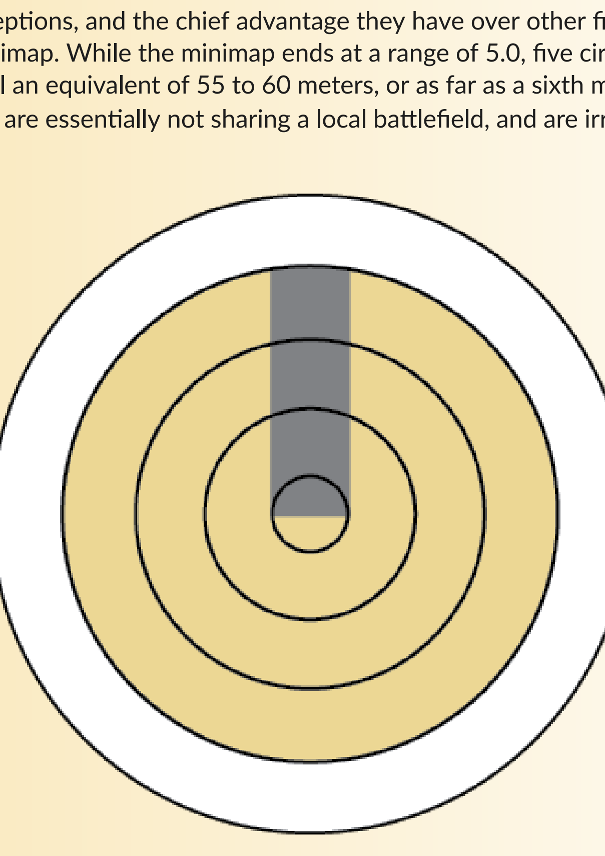
Mid-range

Mid-range: Around one and a half minimap circles away is the very beginning of **mid-range** combat. Very few melee attacks are quick threats from this range. Mid-range is more about maneuvering strategically, trying either to close into melee range with an opening, or to keep someone at bay with ranged attacks and spells. Mid-range's full extent is a bit muddy but tends to stretch to about 3.5 or four minimap circles away.



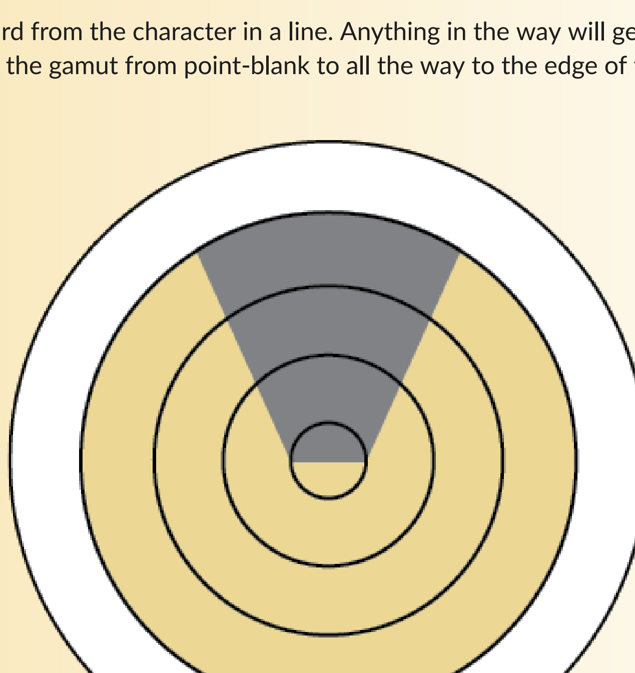
Long Range

Long range: For the purposes of this guide's discussion, long range begins around four minimap circles away, a range of 4.0, and extends basically for the rest of the arena. Most characters don't have any attacks that are credible threats at long range. Marksmen are obvious exceptions, and the chief advantage they have over other fighters is that they can generally target anyone they see on the minimap. While the minimap ends at a range of 5.0, five circles away, the very longest-reaching attacks in the game travel an equivalent of 55 to 60 meters, or as far as a sixth minimap circle, if it existed. Beyond that distance, combatants are essentially not sharing a local battlefield, and are irrelevant to one another until getting closer.



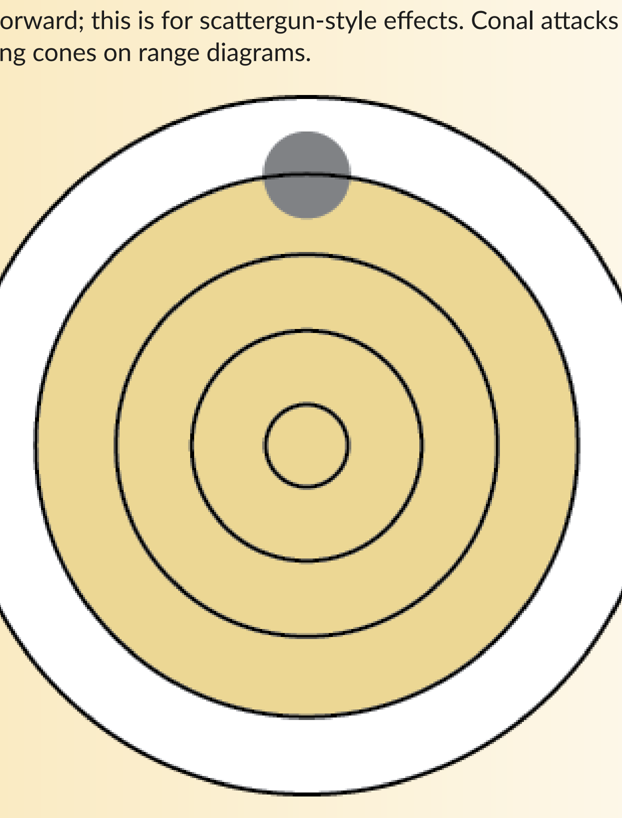
Linear

Linear: The attack travels forward from the character in a line. Anything in the way will get hit. This describes most attacks. The range of linear attacks runs the gamut from point-blank to all the way to the edge of the minimap. Indicated as lines on range diagrams.



Conal

Conal: The attack swells outward from the character, covering a wide area in front. This doesn't include melee attacks that swipe horizontally while moving forward; this is for scattergun-style effects. Conal attacks are very rare and tend to have short ranges. Indicated as spreading cones on range diagrams.



Focused

Focused: Some attacks are localized on one spot, usually the target's location, or as close to the target's location as range allows. If the target moves outside of that spot before the attack, they won't be harmed. Focused attacks include many spells and leaping/warping attacks that condense, gather, or appear in a spherical strike zone. Indicated as circles on range diagrams.

Common EX Skills

Overview

There are two types of common EX Skills that can be equipped by any character: Buff EX Skills and Debuff EX Skills. Buff EX Skills enhance your stats and/or your allies' stats, or provide extra utility such as teleportation and the ability to cure debuffs. Debuff EX Skills render your enemies weakened with negative afflictions, such as lowered defense and drained Bravery.

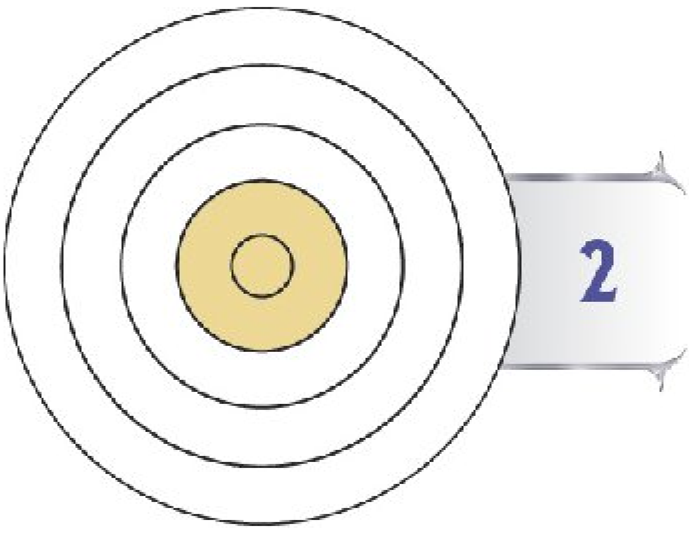
Common EX Skills may heavily dictate and influence your playstyle and your overall effectiveness on a team, so consider your EX Skills carefully. You can customize each character's EX Skill Sets within the Character Customization interface, with each character having up to 10 separate loadouts (enough for essentially any situation and team composition you come across).

Note that the summons Ramuh and Leviathan affect certain common EX Skills, boosting the speed at which you gain EX Skill gauge from attacks and increasing buff/debuff duration. Ramuh enhances buff skills, while Leviathan enhances debuff skills.

Common EX Skills

Buff EX Skills

Buff skills like Mighty Strikes, Mighty Guard, and HP Regen affect all nearby allies within 2.0 minimap range, including the caster, while others such as Teleport and Perfect Defense provide unique effects.



Area-of-Effect Buff Skills Range

AREA-OF-EFFECT BUFF SKILLS

NAME	DESCRIPTION	RECAST TIME (SECONDS)	DURATION IN SECONDS (NORMAL / WITH BOON)	RANGE	NOTES
Mighty Strikes	Increase the attack power of nearby allies.	60	15 / 21	2.0	Increases Bravery damage dealt by 100%.
HP Regen	Gradually restore the HP of nearby allies.	90	30 / 40	2.0	Restores 1000 HP total over 30 seconds. With Boon: 1320 HP over 40 seconds.
Mighty Guard	Increase the defense of nearby allies.	60	10 / 14	2.0	Reduces damage taken by 68%.
Bravery Regen	Gradually increase the Bravery of nearby allies.	80	20 / 30	2.0	Restores 1000 Bravery over 20 seconds. With Boon: 1500 Bravery over 30 seconds.
Revivify	Increase the movement speed of nearby allies.	60	15 / 21	2.0	Increases movement speed by 10%.

UNLIMITED RANGE BUFF SKILLS

NAME	DESCRIPTION	RECAST TIME (SECONDS)	DURATION IN SECONDS (NORMAL / WITH BOON)	RANGE	NOTES
Share Bravery	Distribute 1/3 of your Bravery to each ally.	60	—	Any	Subtracts 2/3 Bravery value and adds 1/3 to each ally.
Boon	Temporarily increase the duration of some buffs for all allies.	75	—	Any	Increases duration of common Buff EX Skills.
Esunaga	Remove some debuffs from all allies.	40	—	Any	Removes common Debuff EX Skills.
Mimic	Copy some buffs affecting the target.	60	—	Any	Can only copy common EX Skill buffs and debuffs.
Share HP	Distribute 1/3 of your HP to each ally.	60	—	Any	Subtracts 2/3 HP and adds 1/3 to each ally.

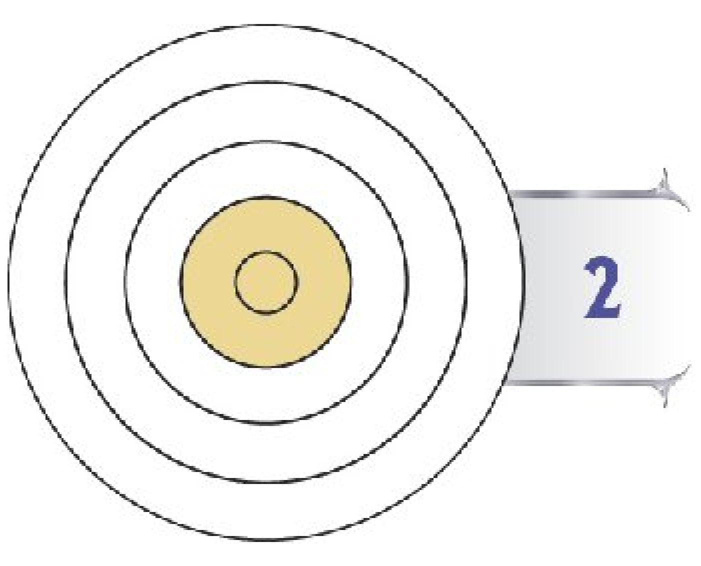
SELF-ONLY BUFF SKILLS

NAME	DESCRIPTION	RECAST TIME (SECONDS)	DURATION IN SECONDS (NORMAL / WITH BOON)	RANGE	NOTES
Teleport	Teleport directly in front of target.	75	—	Any	Adds invincibility for five seconds.
Perfect Defense	Temporarily negate HP Attacks while guarding.	60	30 / 40	—	—

Common EX Skills

Debuff EX Skills

Rend Shield, Weaken, Enfeeble, and Doom effects are applied to nearby foes and cannot be guarded. As long as your foes are within range, these skills apply their debuffs.



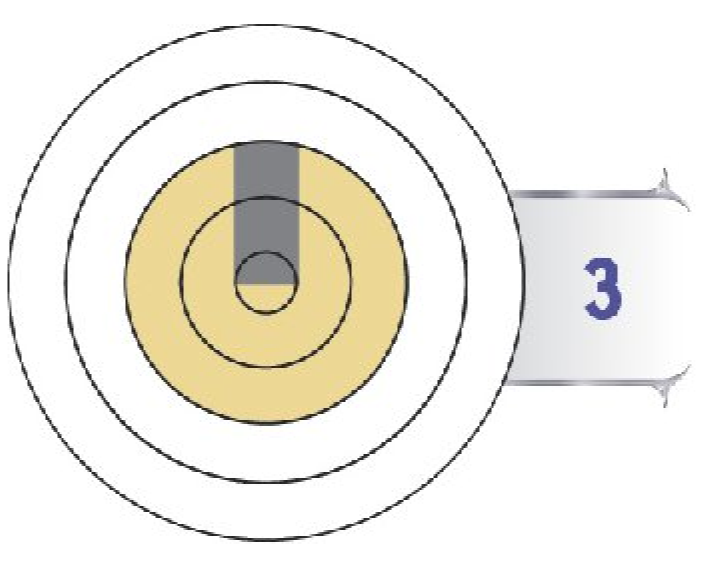
Rend Shield, Weaken, Enfeeble, Doom Area-of-Effect Range

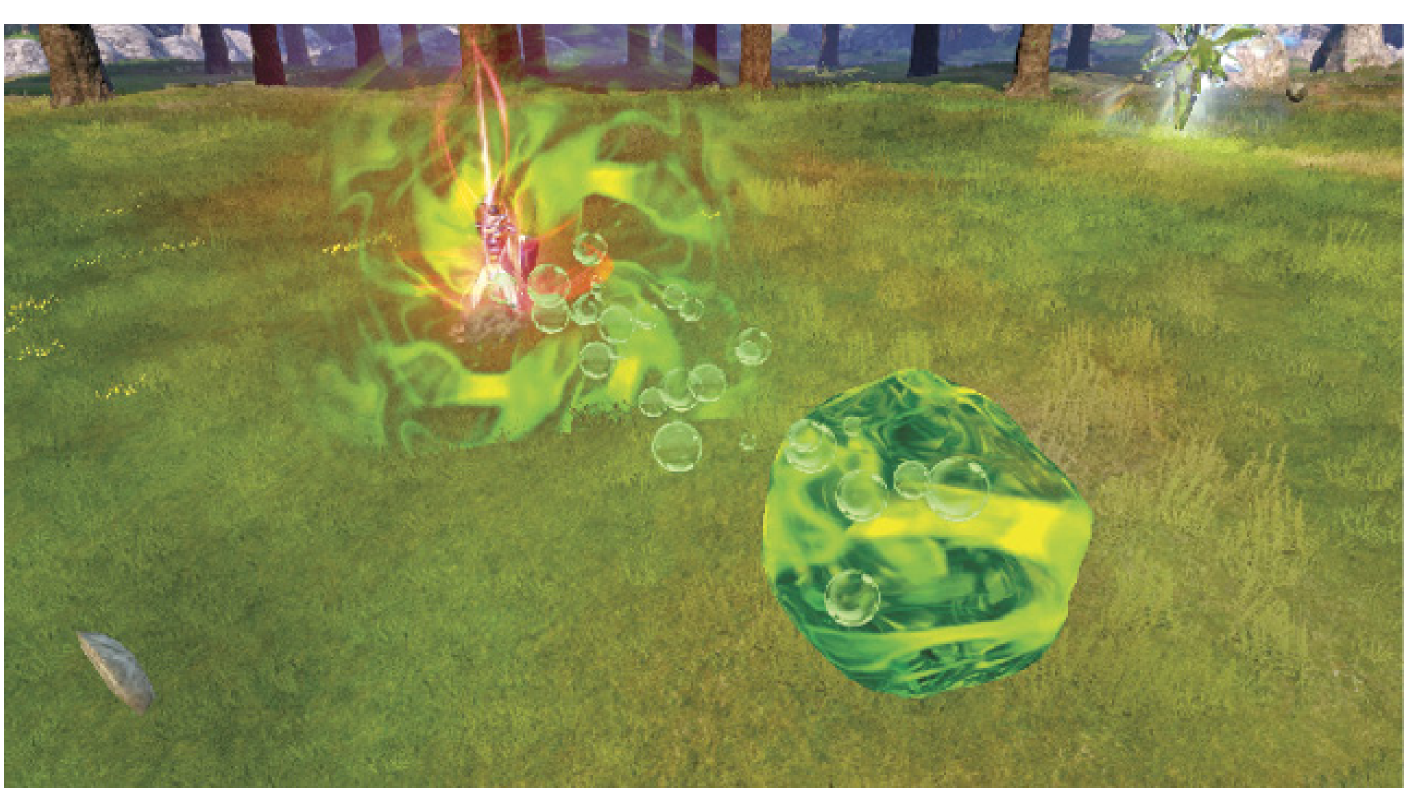
AREA-OF-EFFECT DEBUFF SKILLS

NAME	DESCRIPTION	RECAST TIME (SECONDS)	DURATION IN SECONDS (NORMAL / WITH JINX)	RANGE	NOTES
Rend Shield	Lower the defense of affected enemies.	50	15 / 21	2.0	Increases Bravery damage taken by 100%.
Weaken	Lower the attack power of nearby foes.	50	15 / 21	2.0	Reduces damage dealt by 67%.
Enfeeble	Deplete the dash gauge of nearby foes.	90	5 / 7	2.0	—
Doom	Break nearby foes unless they damage you within ten seconds.	90	10	2.0	Any afflicted are broken if Doom counter reaches zero. Countdown is canceled if afflicted target successfully connects with an attack on caster.

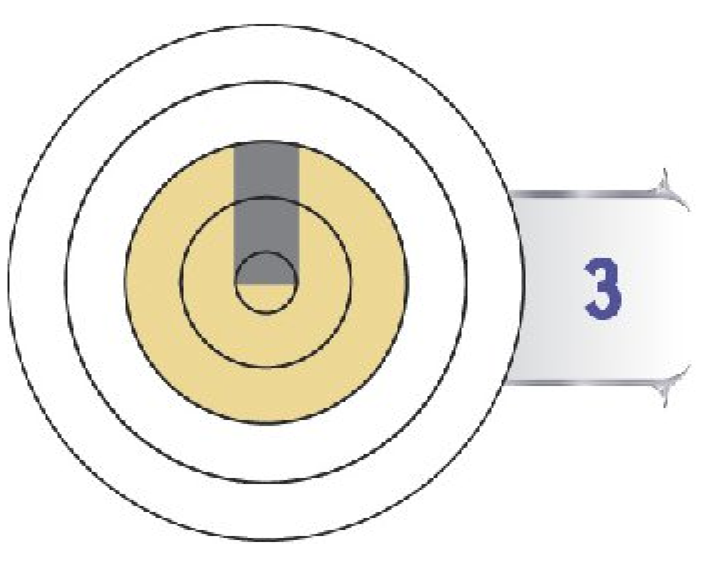
Poisonga, Slowga, and Bindga are projectile-type attacks that require you to land a hit with a slow-moving tracking orb in order for their effects to be applied. In addition to their decent horizontal range coverage, these debuff attacks have moderate vertical tracking.

POISONGA RANGE

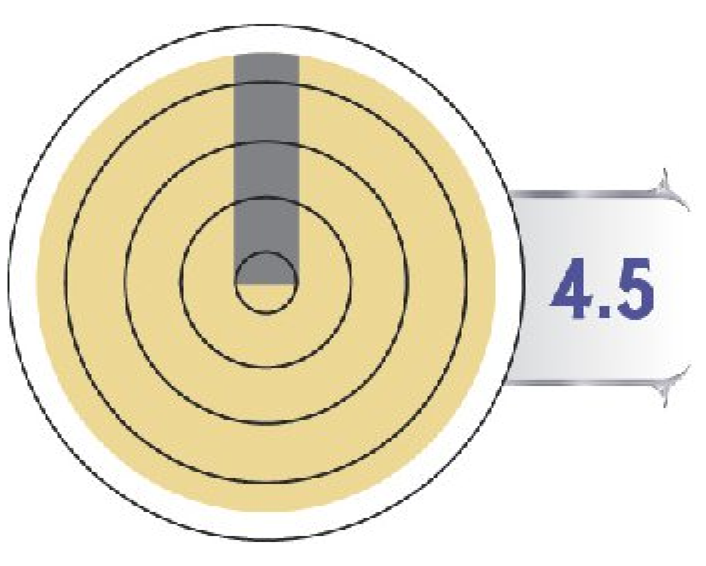


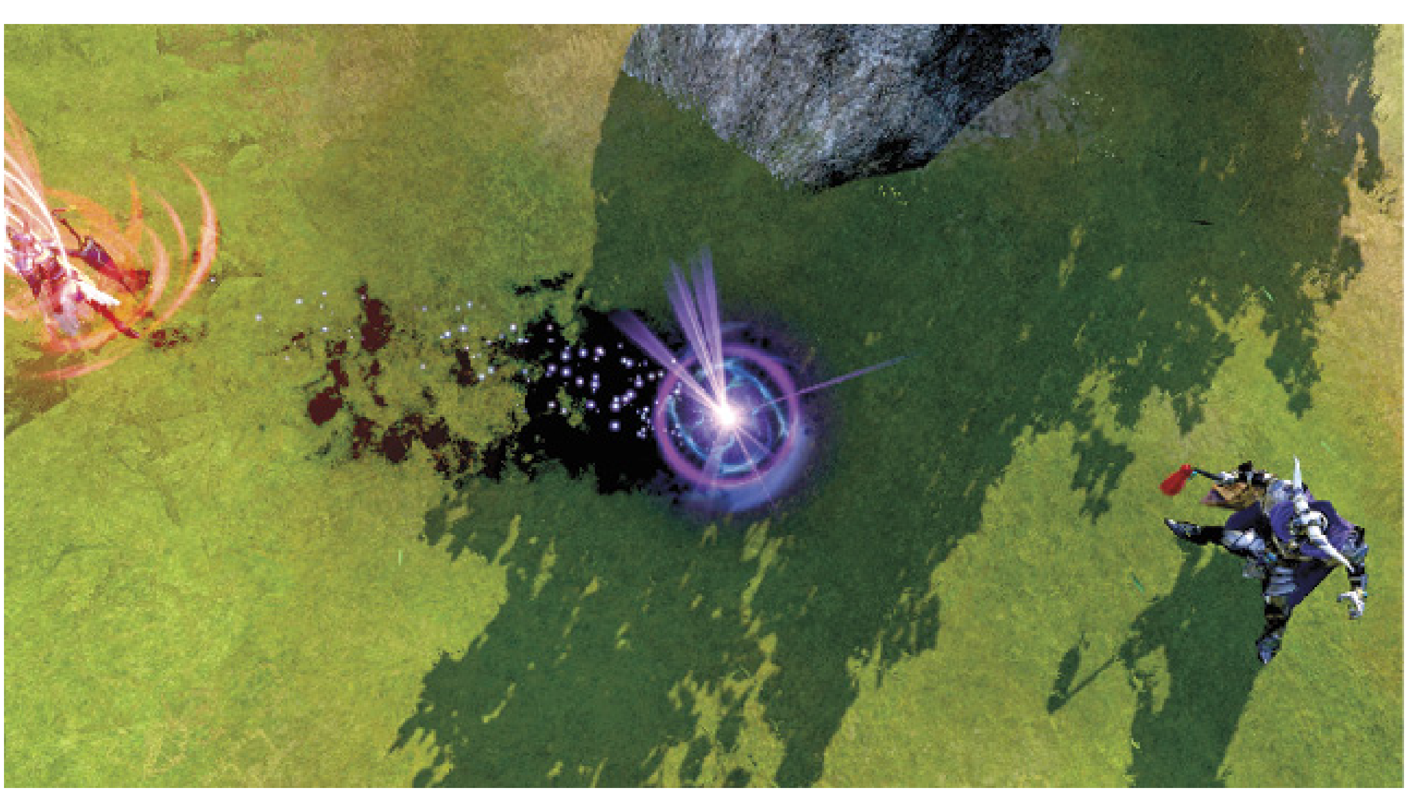


SLOWGA RANGE



BINDGA RANGE



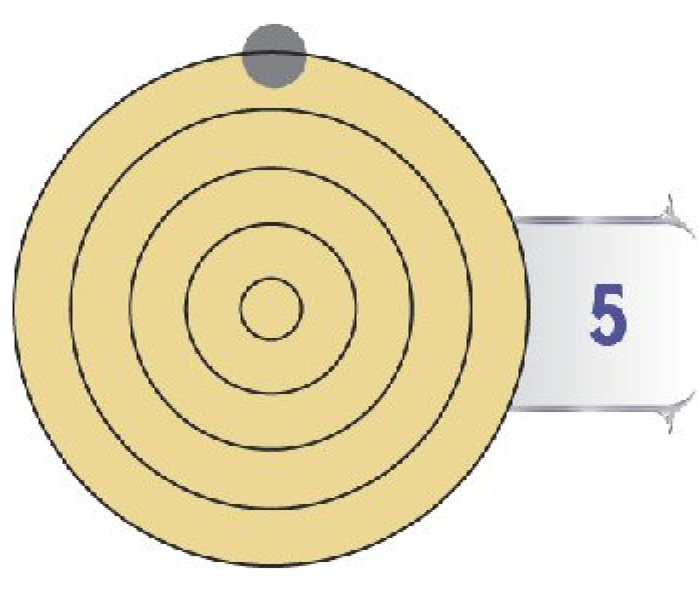


TRACKING PROJECTILE DEBUFF SKILLS

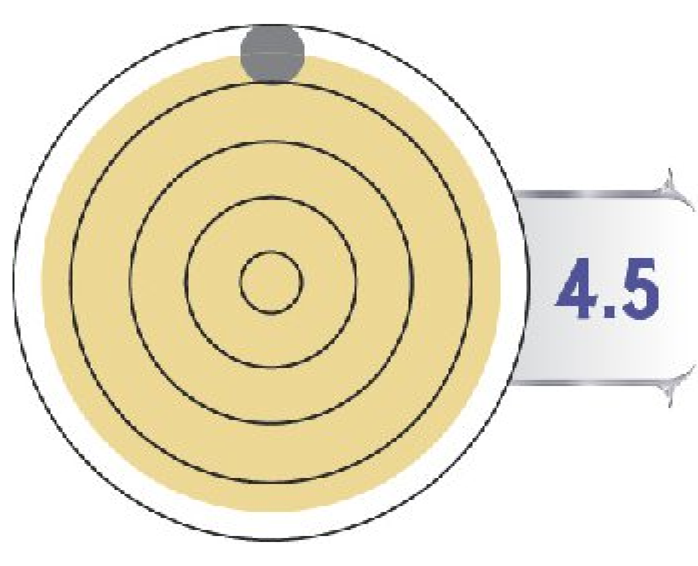
NAME	DESCRIPTION	RECAST TIME (SECONDS)	DURATION IN SECONDS (NORMAL / WITH JINX)	RANGE	BRAVERY DAMAGE	NOTES
Poisonga	Deal damage over time to foes in its effect radius.	30	25 / 35	3.0	160 + 1000 / 1400	1000 Bravery damage over 25 seconds. With Jinx: 1400 Bravery damage over 35 seconds. Large area-of-effect hitbox. Poison debuff cannot break foes nor does it stop them from regenerating Bravery.
Slowga	Reduce the movement speed of struck foes.	30	10 / 14	3.0	160	—
Bindga	Render any foes that are struck unable to move.	45	3 / 4	4.5	80	—

Vacuum and Bravery Conduit are special trap-type attacks placed directly at a target's location. These attacks remain in place for 10 seconds, deterring foes with zone control.

VACUUM RANGE



BRAVERY CONDUIT RANGE



NON-PROJECTILE DEBUFF SKILLS

NAME	DESCRIPTION	RECAST TIME (SECONDS)	TRAP DURATION (SECONDS)	RANGE	BRAVERY DAMAGE	NOTES
Vacuum	Lay a trap that lures in nearby foes.	60	10	5.0	—	—
Bravery Conduit	Lay a trap that absorbs Bravery.	45	10	4.5	48x30	Absorbs 1440 Bravery over 10 seconds.

Blindga, Jinx, Dispelga, and Provoke can be used from any range and apply unique effects.

MISCELLANEOUS DEBUFF SKILLS

NAME	DESCRIPTION	RECAST TIME (SECONDS)	DURATION IN SECONDS (NORMAL / WITH JINX)	RANGE	BRAVERY DAMAGE	NOTES
Blindga	Temporarily darken all enemies' screens for 10 seconds.	90	10 / 14	Any	—	—
Jinx	Temporarily increase the duration of some debuffs.	75	—	Any	—	Only affects common EX Skill debuffs.
Dispelga	Remove some buffs from all enemies.	40	—	Any	—	Does not dispel unique EX Skill buffs.
Provoke	Temporarily cause target to lock on to you.	90	15 / 22	Any	—	—

Stages

Overview

There are fourteen stages, each originating from a distinct *FINAL FANTASY* universe. Stages vary in area size and verticality; some stages feature wide-open areas with obstacles, hills, and tiered levels of terrain, while others are simply compact arenas that encourage all-out brawls. Each stage has a post-summoning setting that's triggered the first time a summon is successfully used in a match. This setting change can also be triggered when two incapacitations (or one, in the case of Porta Decumana) occur. While the changes are mostly aesthetic, some stages undergo alterations in their terrain that may affect gameplay.

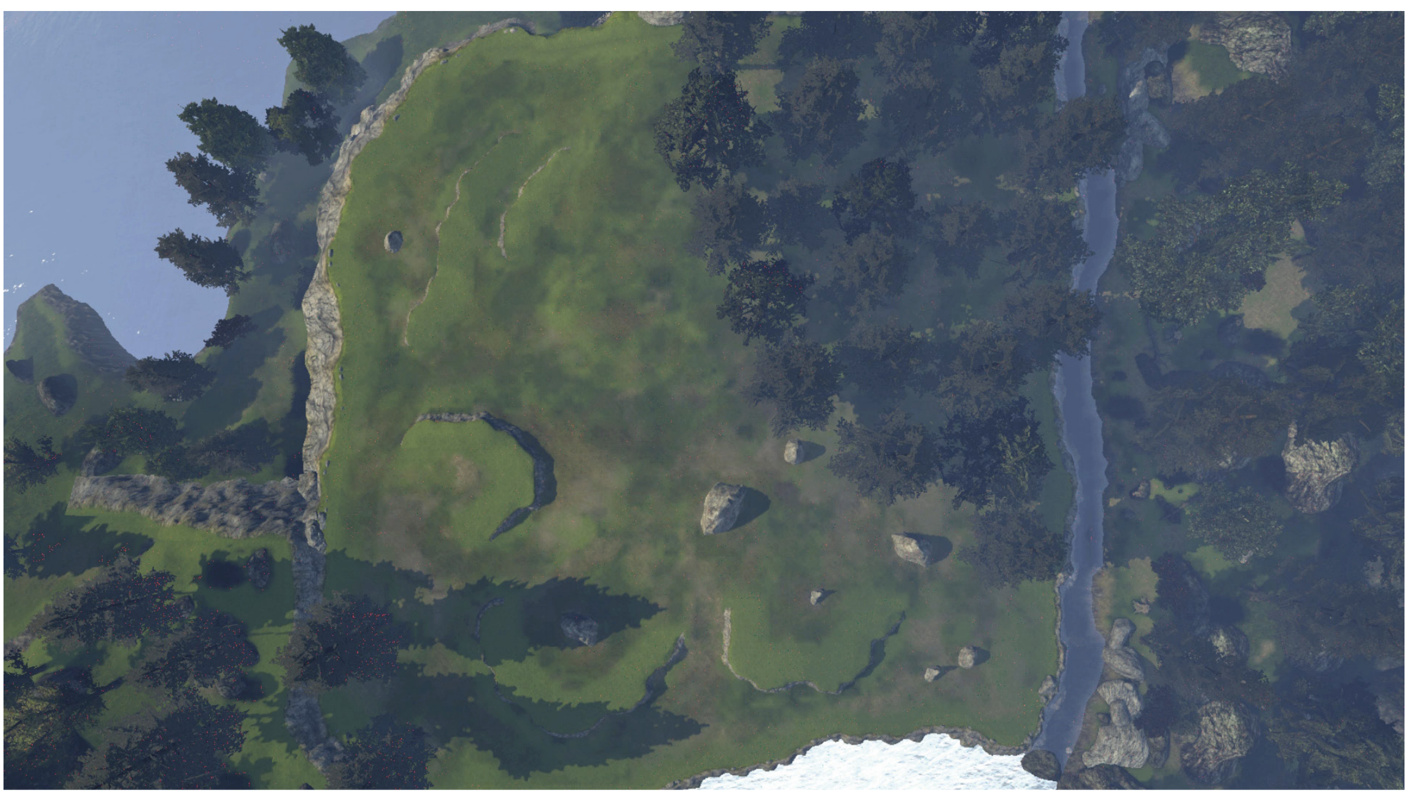
Cornelia

FINAL FANTASY I

The Warriors of Light began their adventure on this grassland, looking across the vast lake and back upon Castle Cornelia.

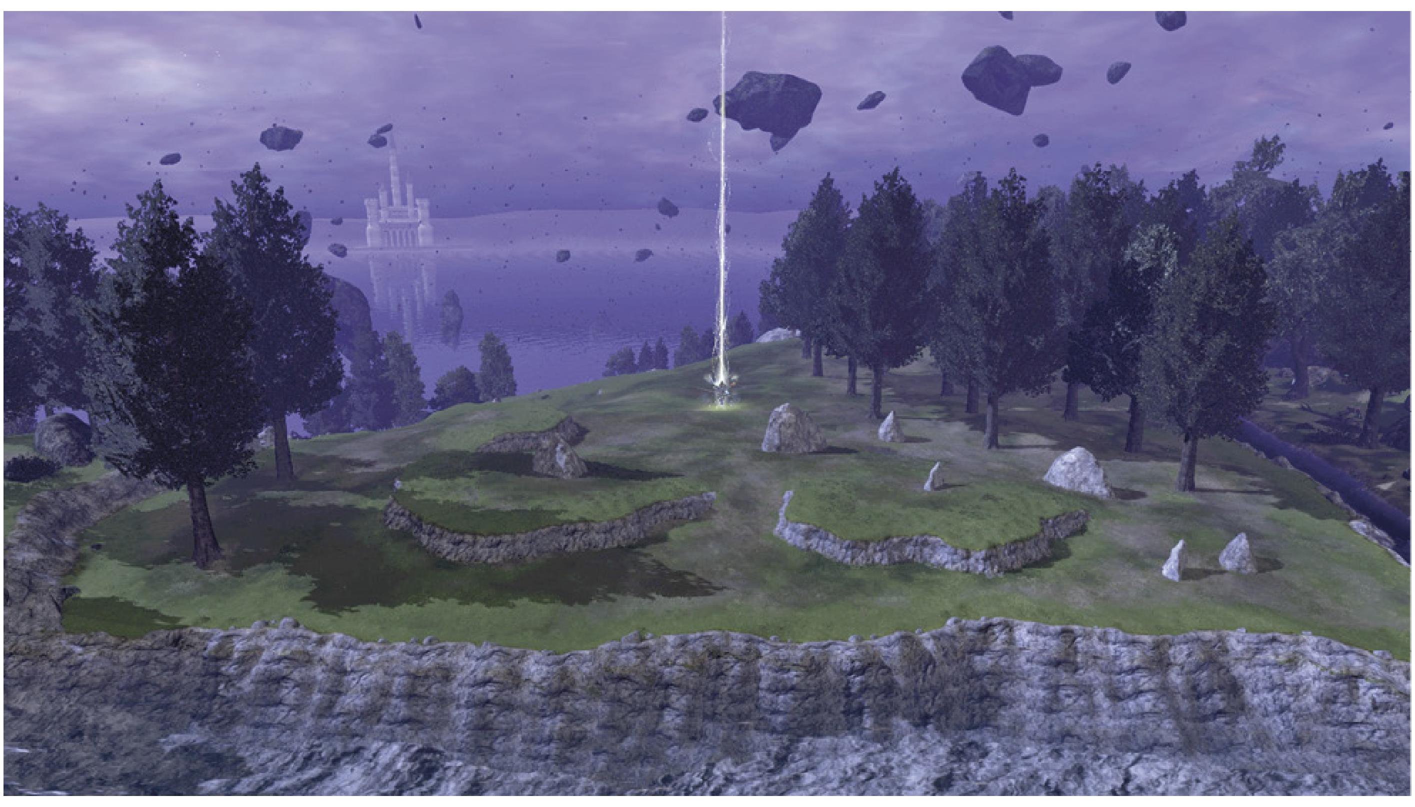
SIZE ■■■■■

VERTICALITY ■■□□□



PRE-SUMMON

POST-SUMMON



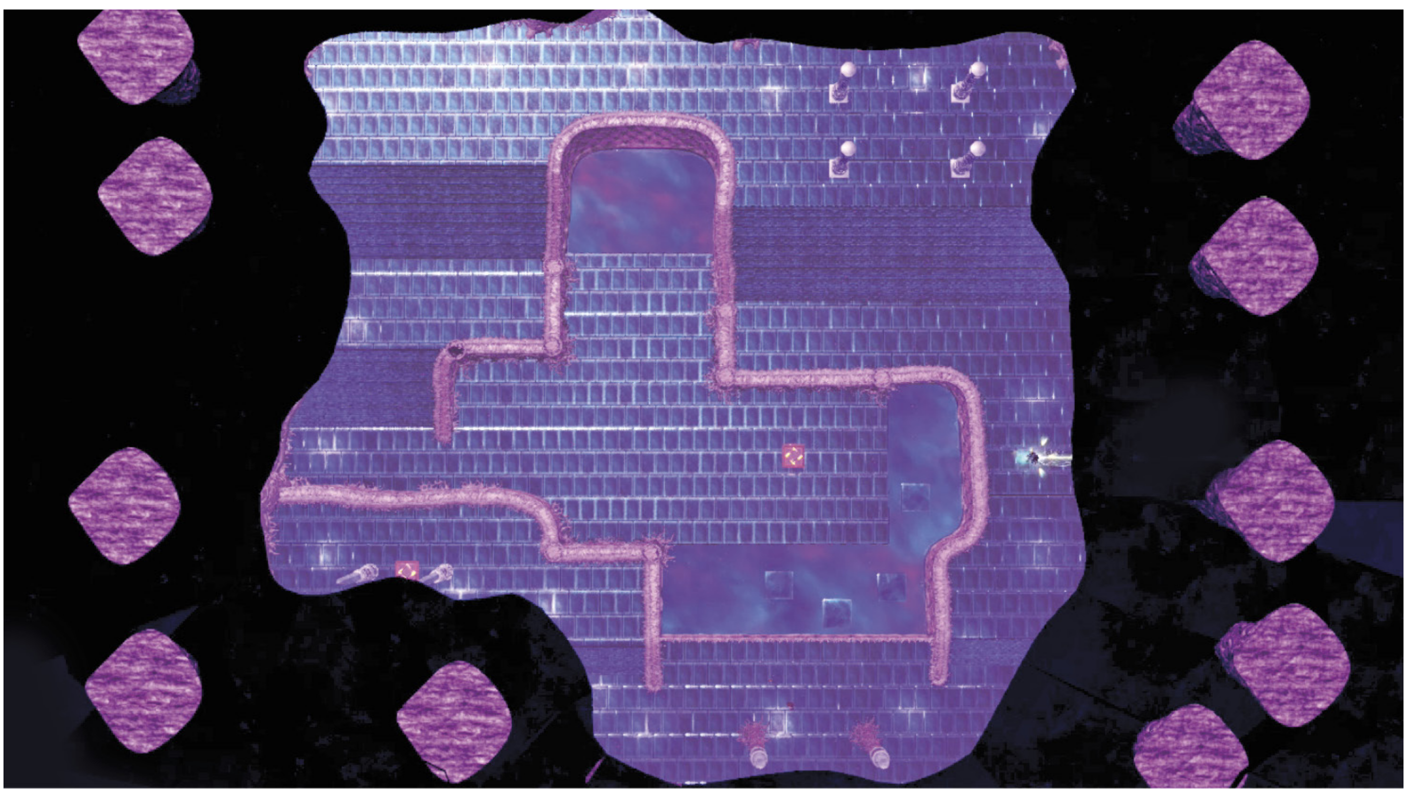
Pandaemonium

FINAL FANTASY II

This palace is as grotesque as its netherwordly origins: the floor rises and falls as would a heaving chest, and the walls pulsate in the same manner as blood vessels.

SIZE ■■■■■

VERTICALITY ■■■■



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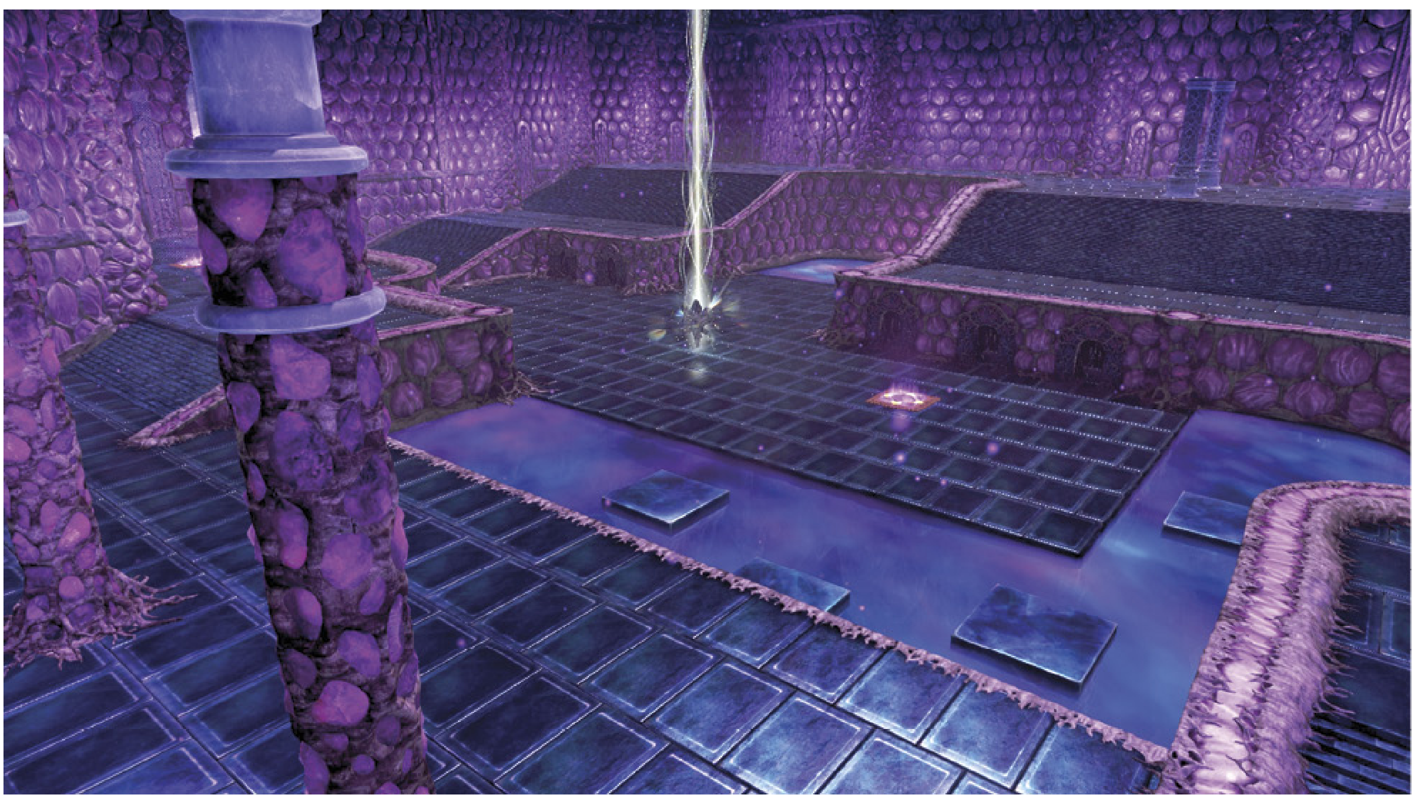

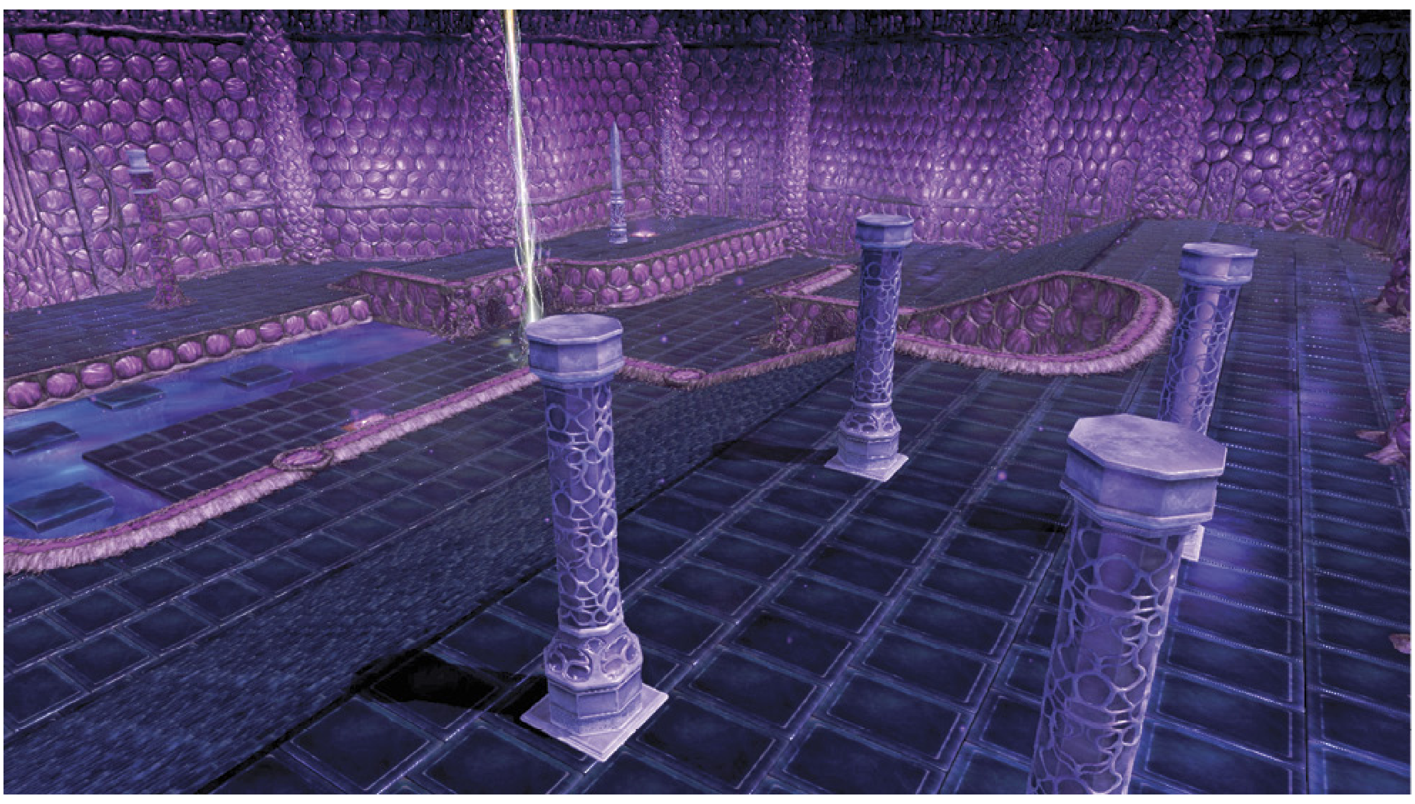

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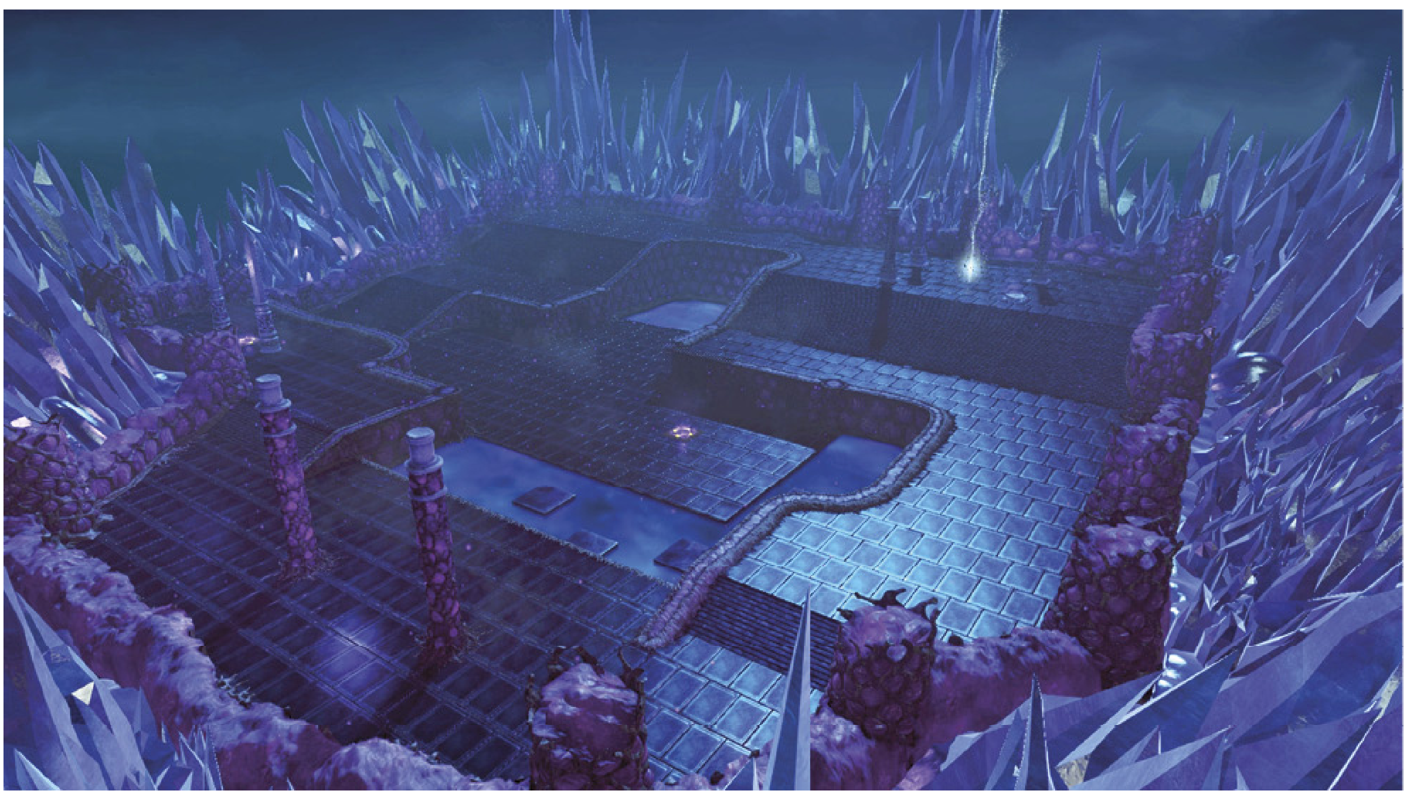
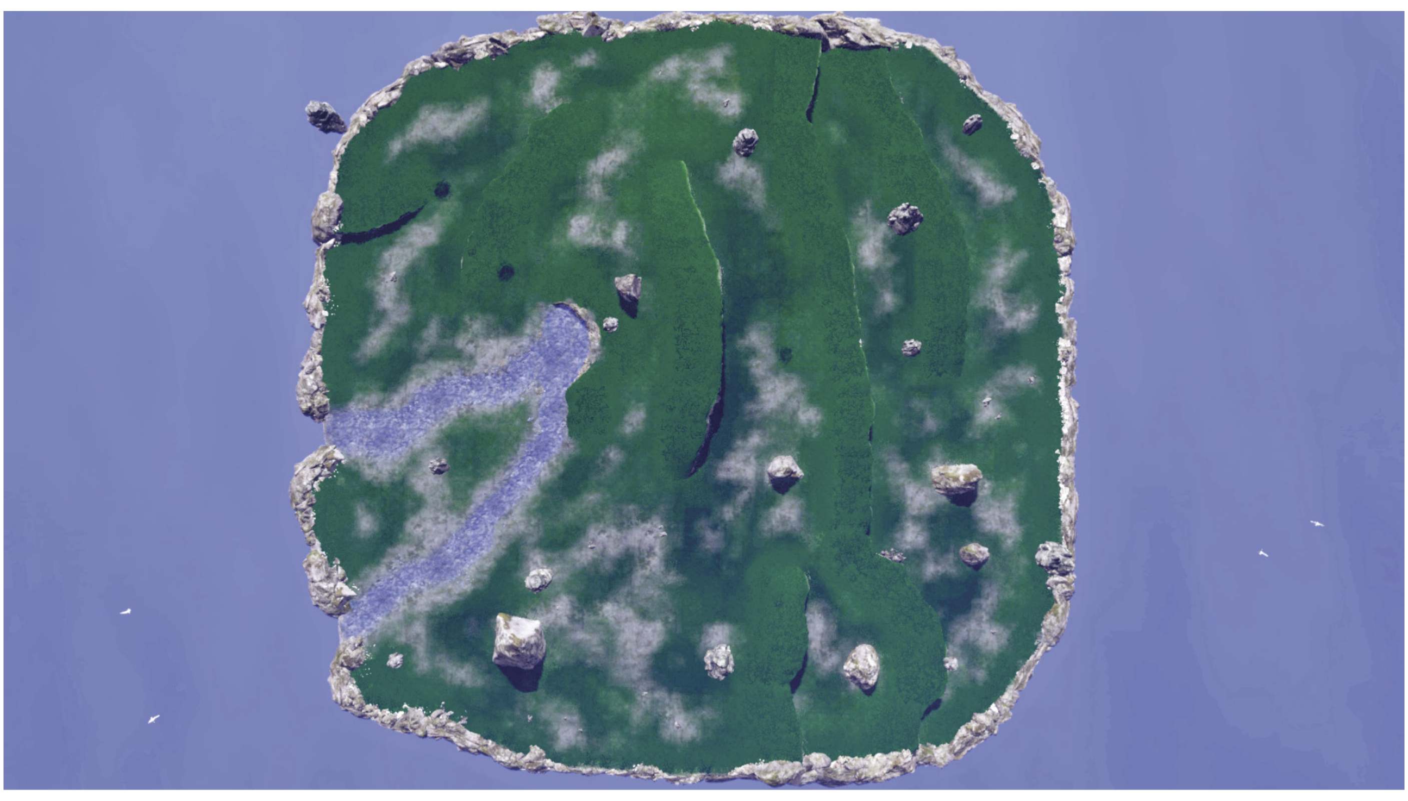


The Floating Continent

FINAL FANTASY III

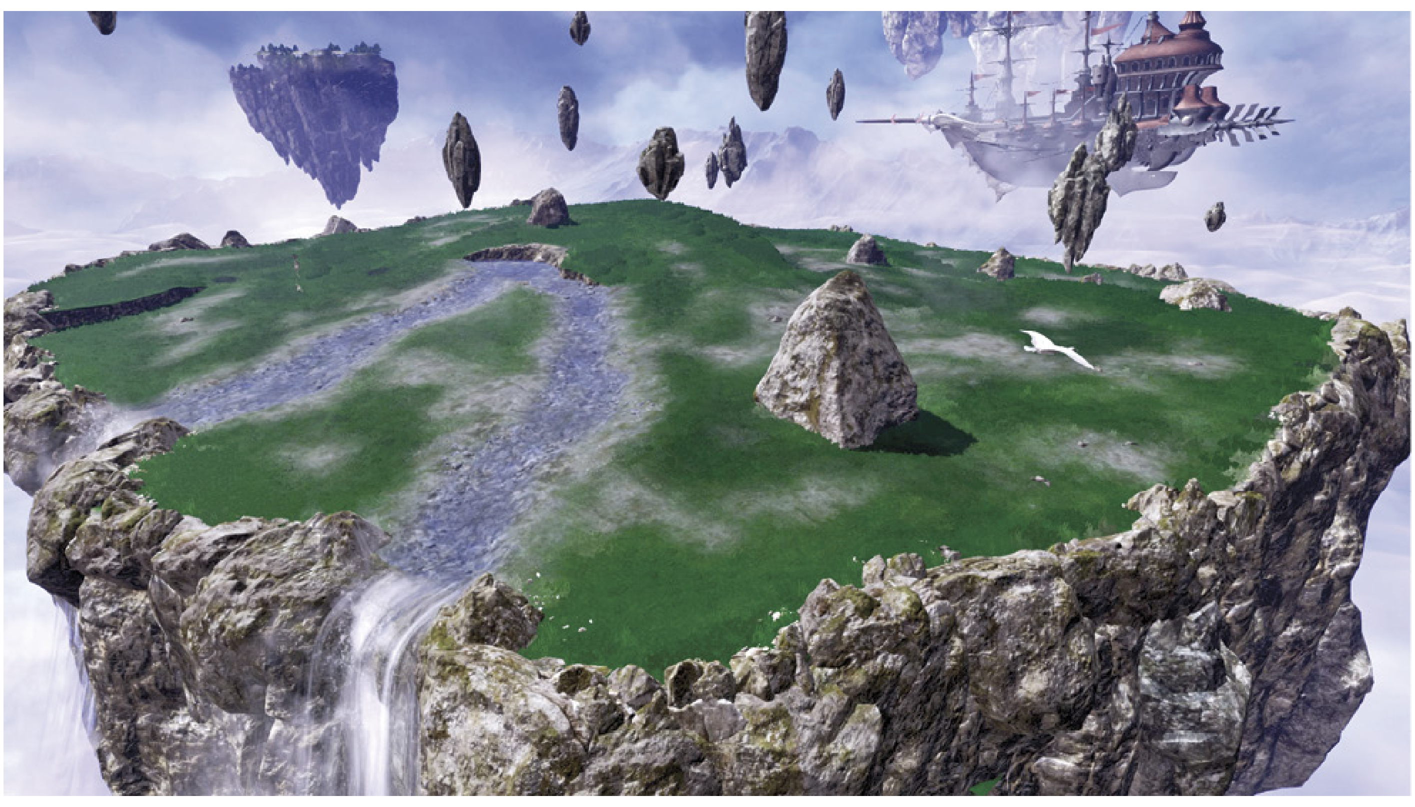
This bucolic, airborne landmass has been separated from the mainland for so long, its history has diverged entirely. Beyond its rolling hills, the Crystal Tower stands imposingly.

SIZE ■■■■ **VERTICALITY** ■■■■■



PRE-SUMMON

POST-SUMMON



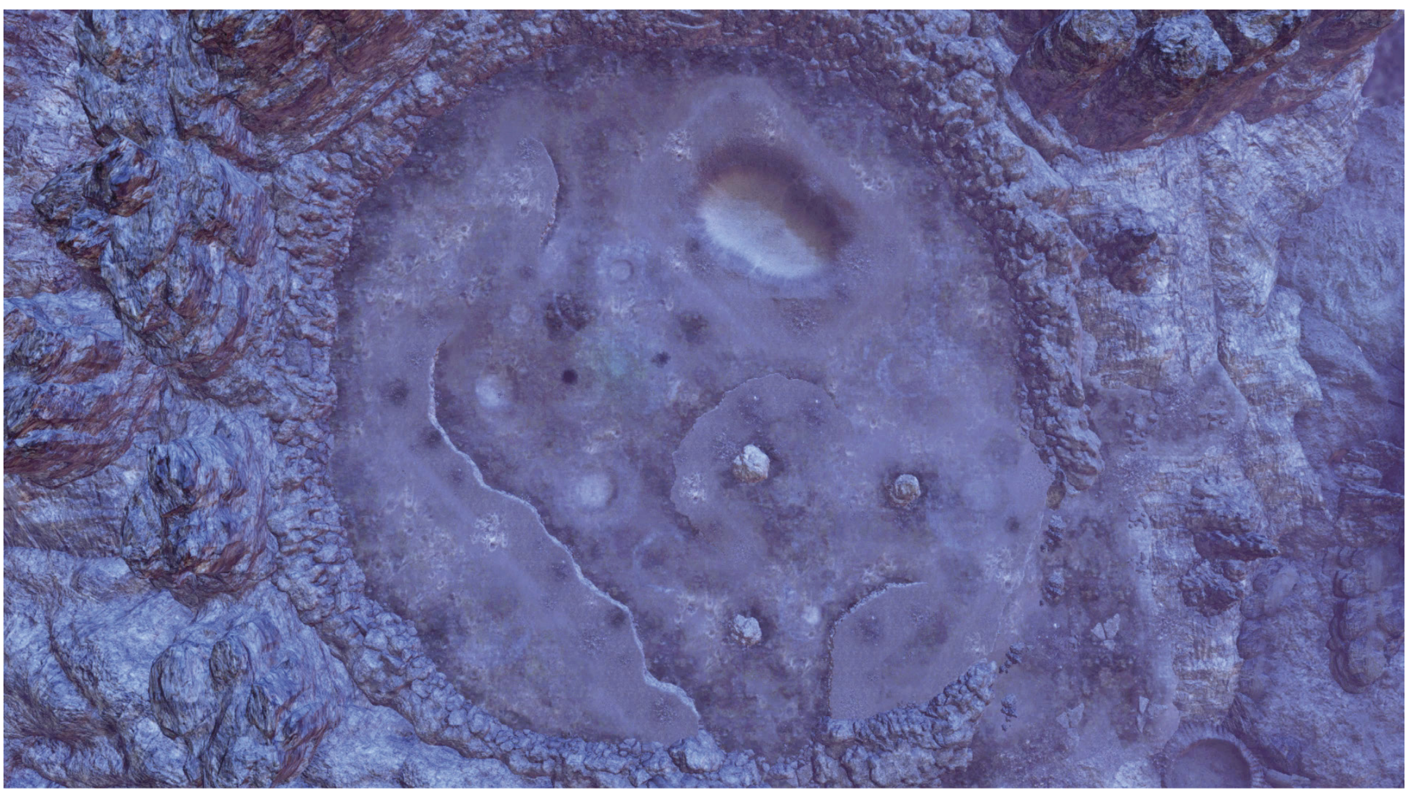
FINAL FANTASY IV

FINAL FANTASY IV

Though artificial, the Red Moon and the ravine running through it look decidedly natural—unlike the nearby Lunar Whale.

SIZE ■■■■

VERTICALITY ■■■



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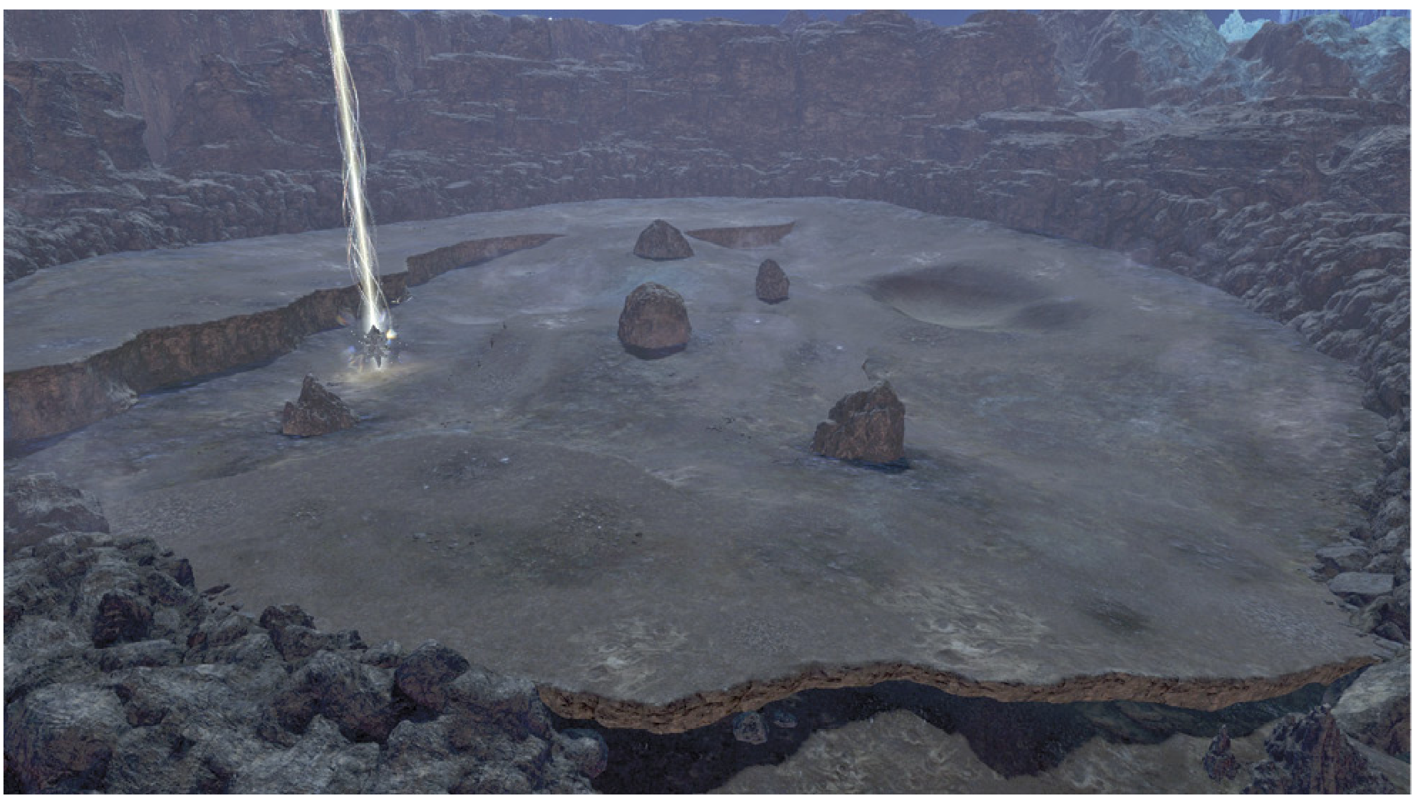


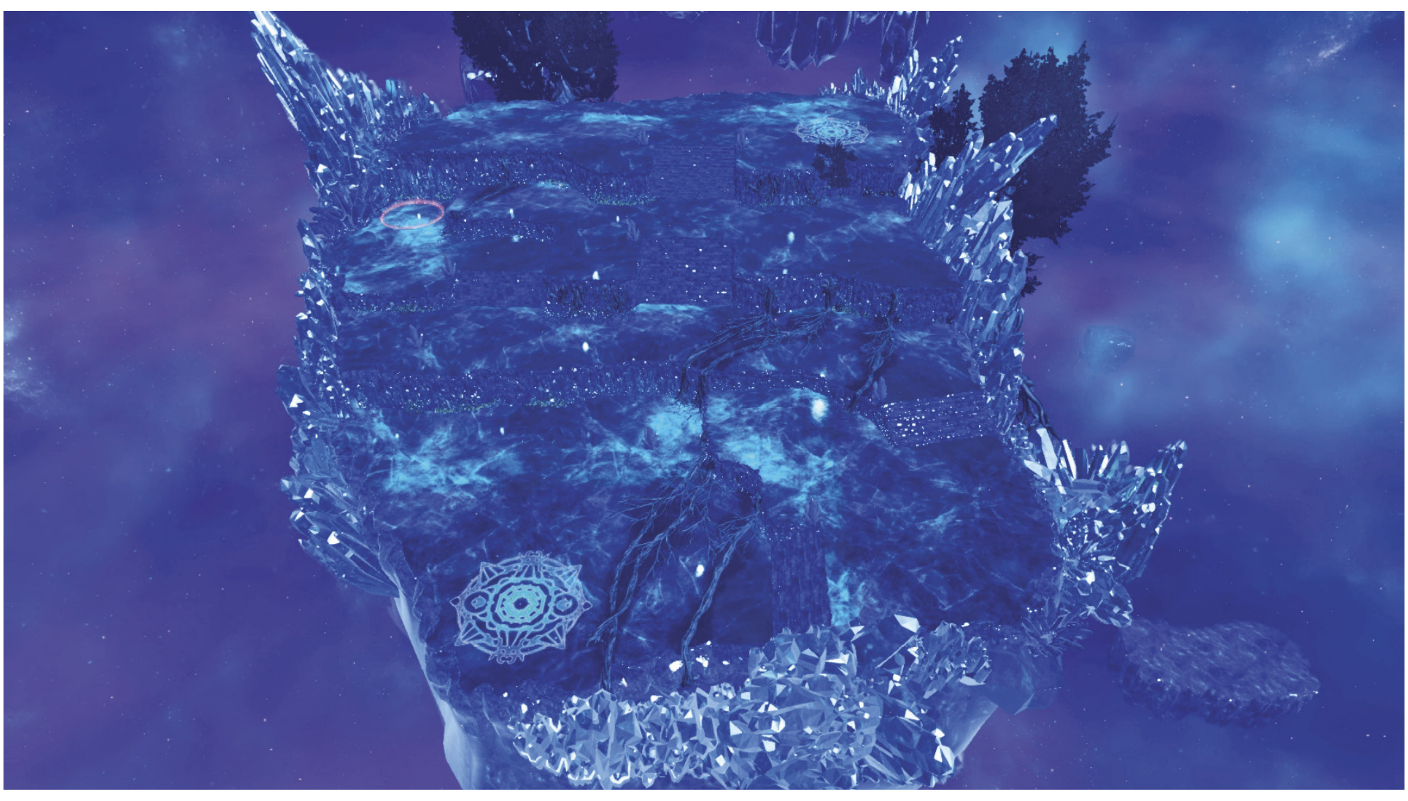
POST-SUMMON

FINAL FANTASY V

This plane of existence and the abhorrent fiends that lurk within it were sealed away generations ago.

SIZE ■□□□□

VERTICALITY ■■■■■



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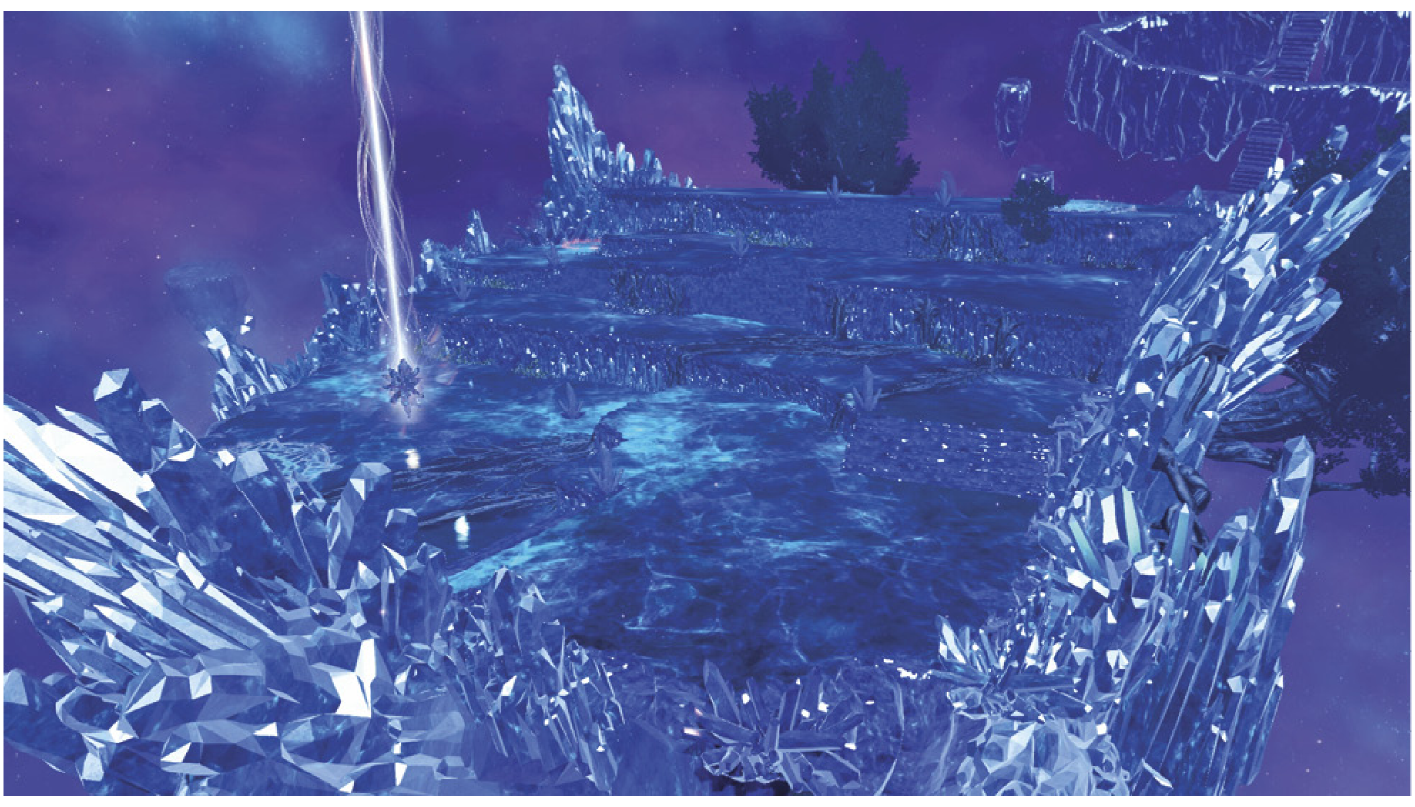

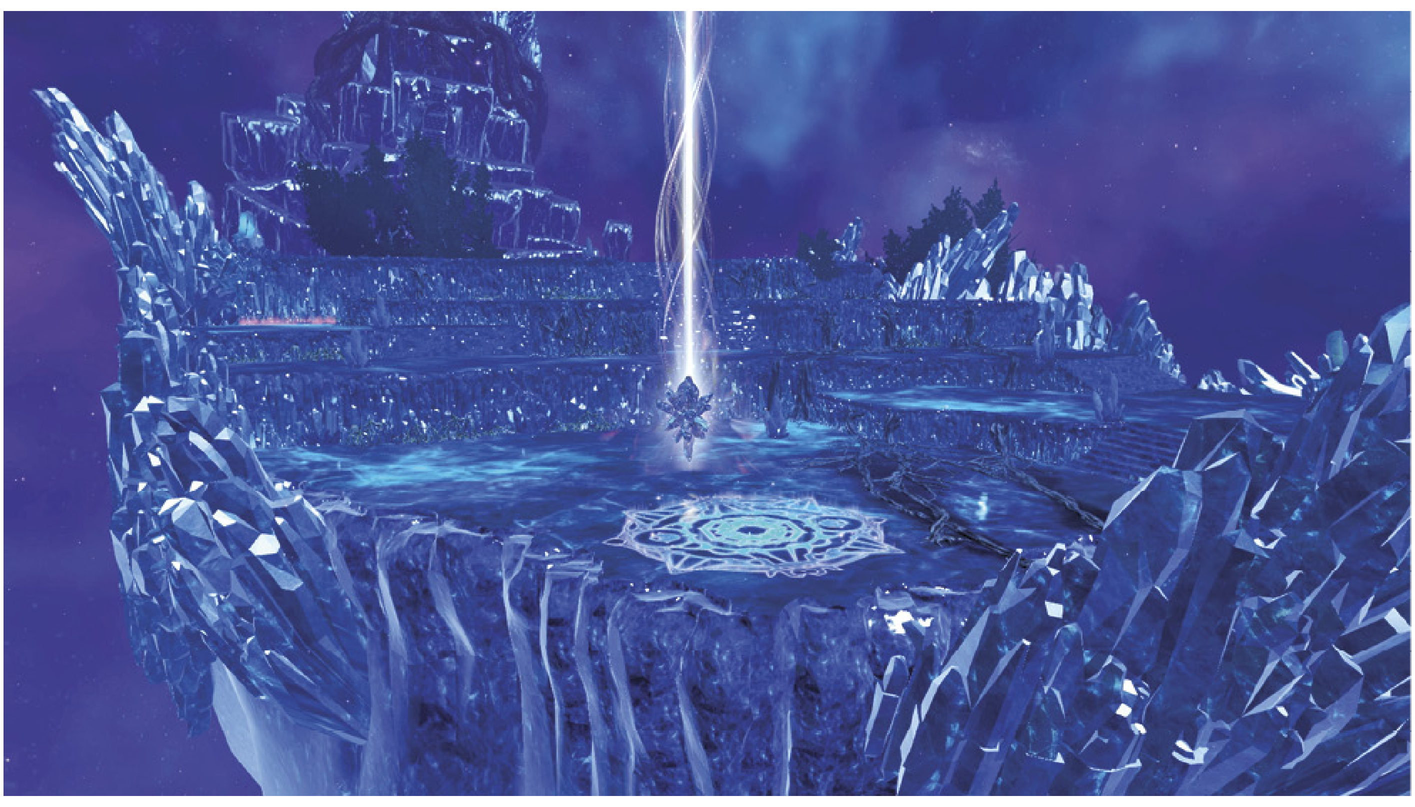

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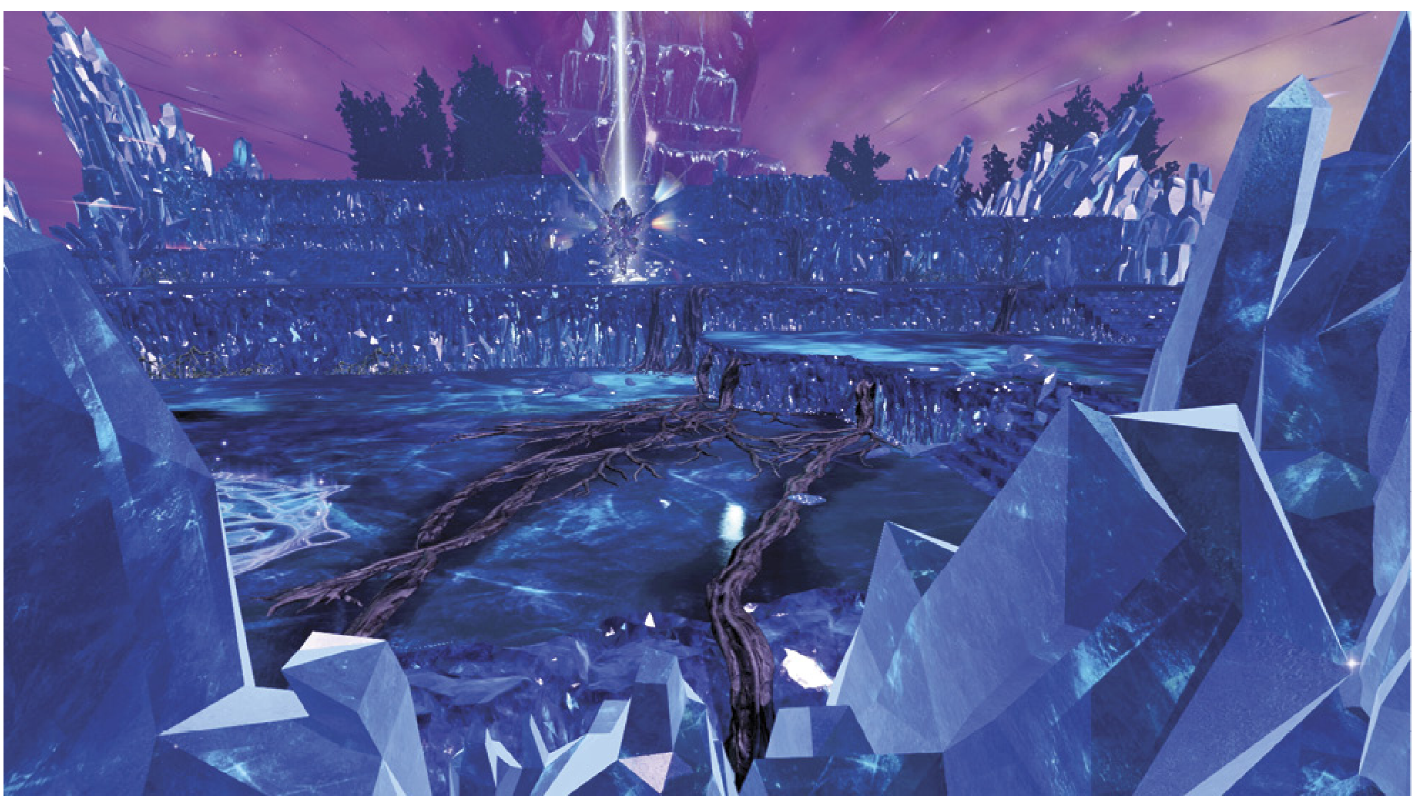
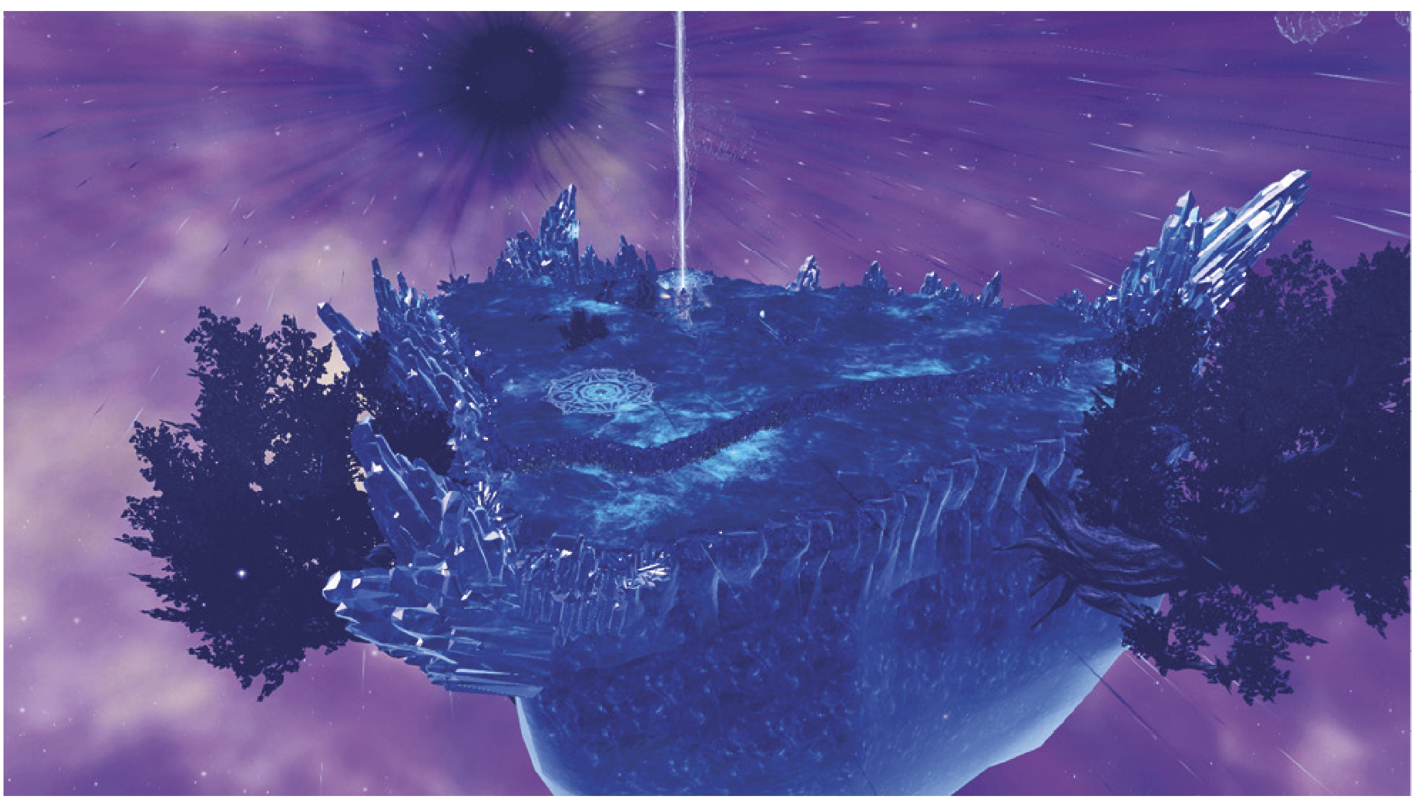
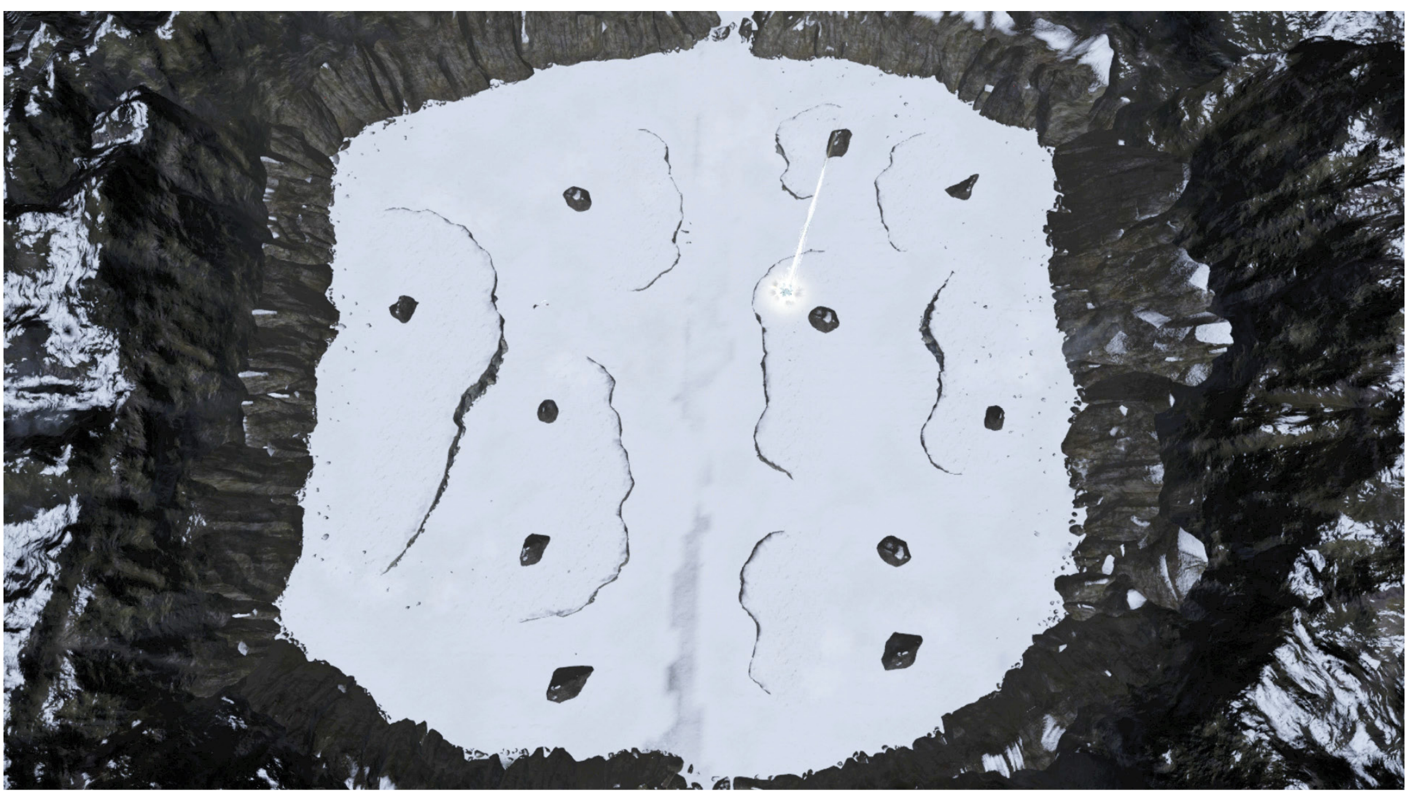




FINAL FANTASY VI

Through this vast snow-covered expanse runs a path that leads to a mine where a rime-ridden esper slumbers.

SIZE ■■■■■ **VERTICALITY** ■■■■■



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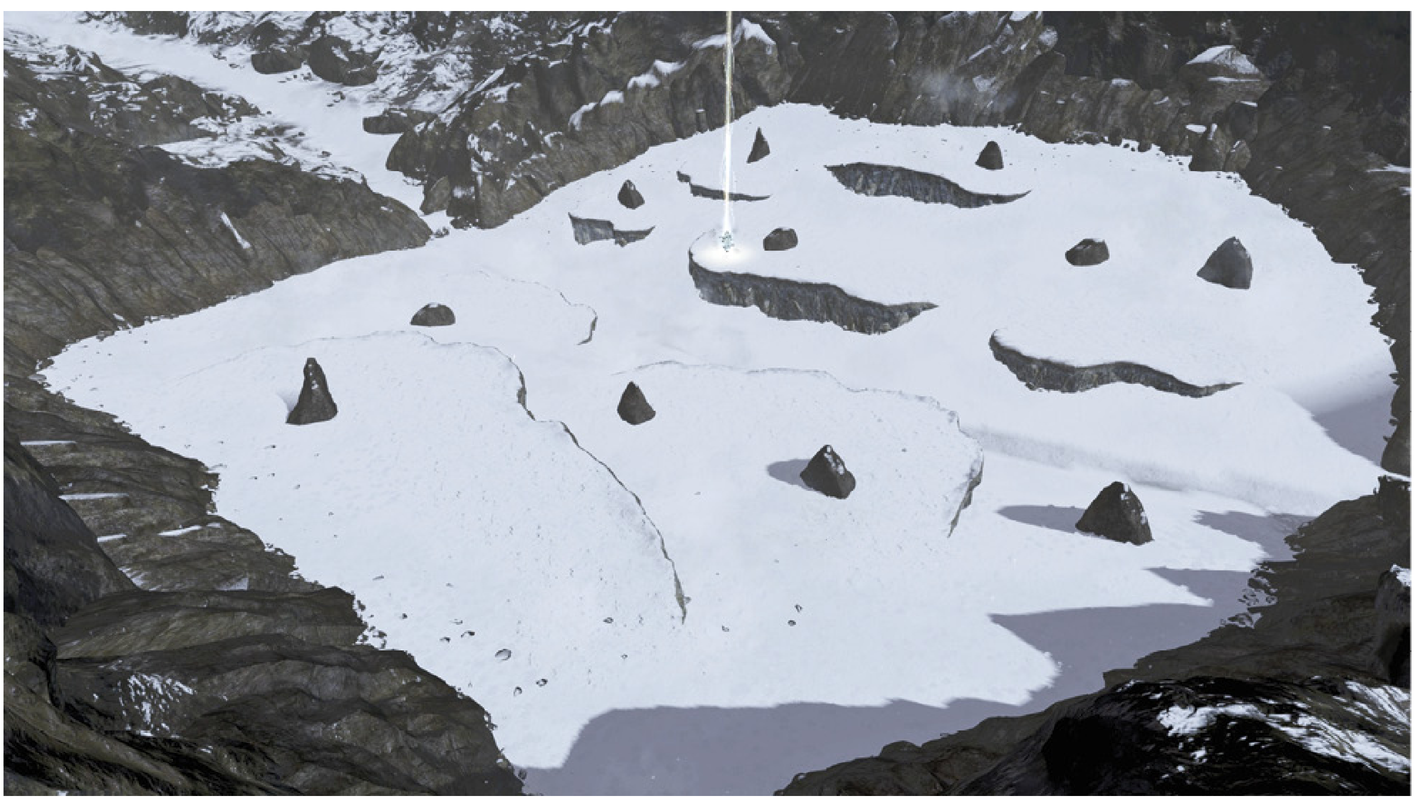

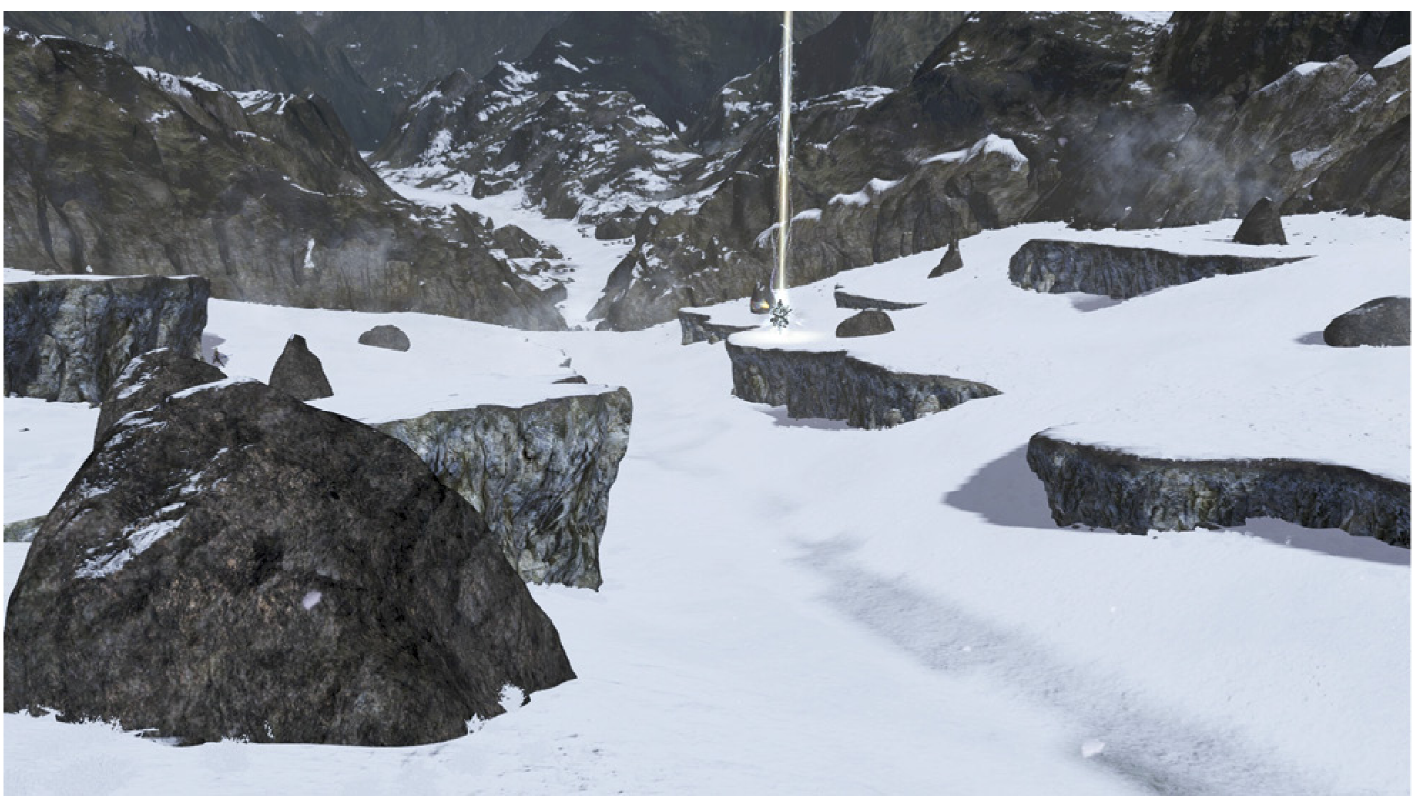

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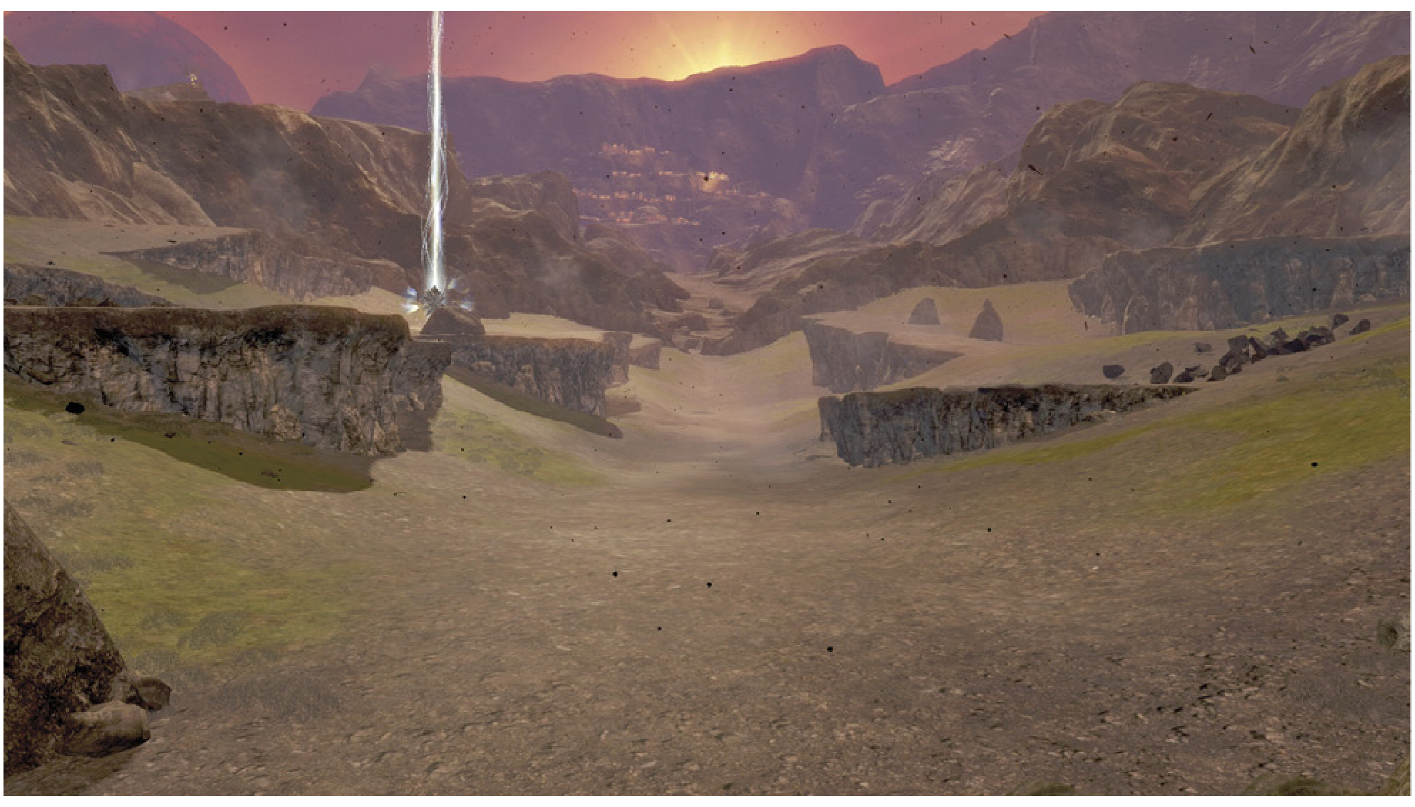
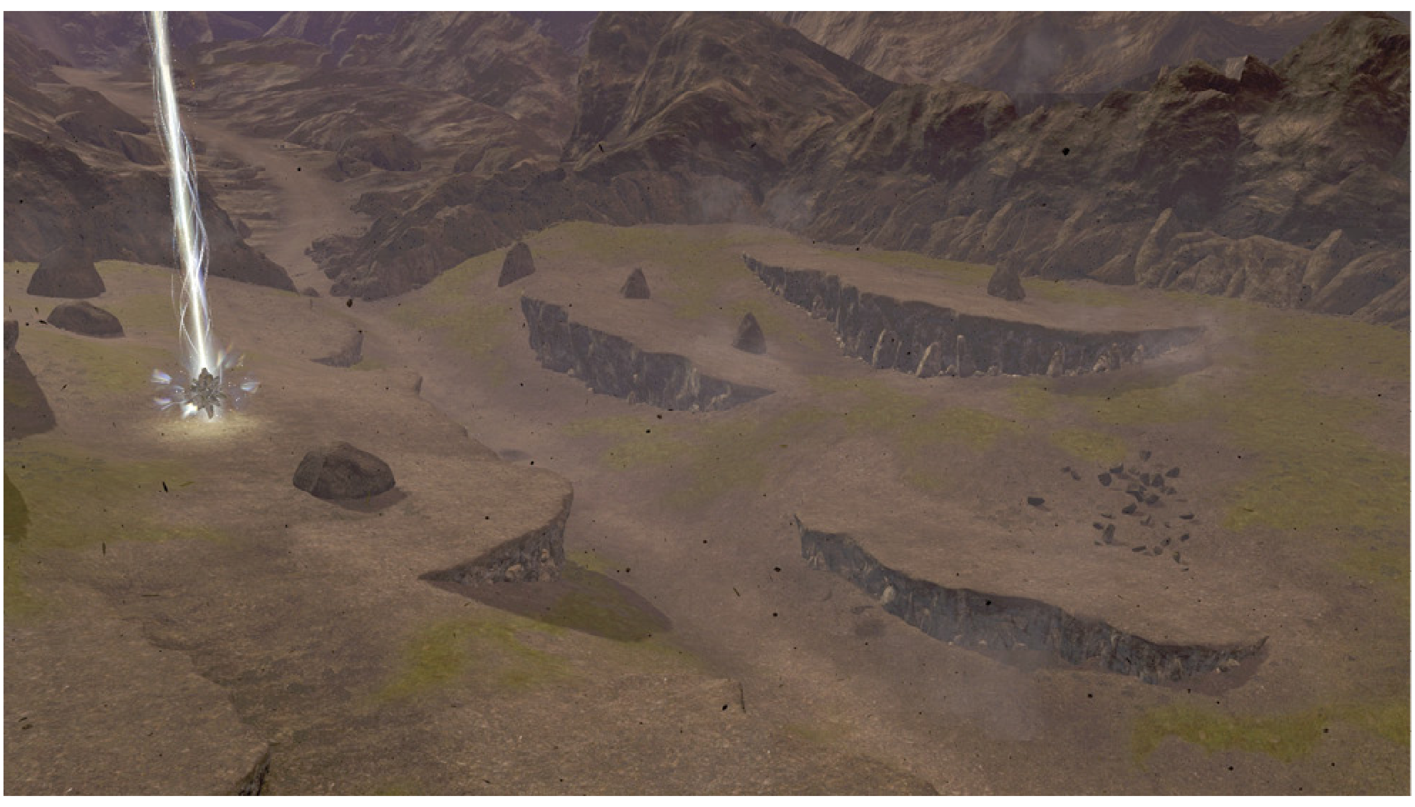
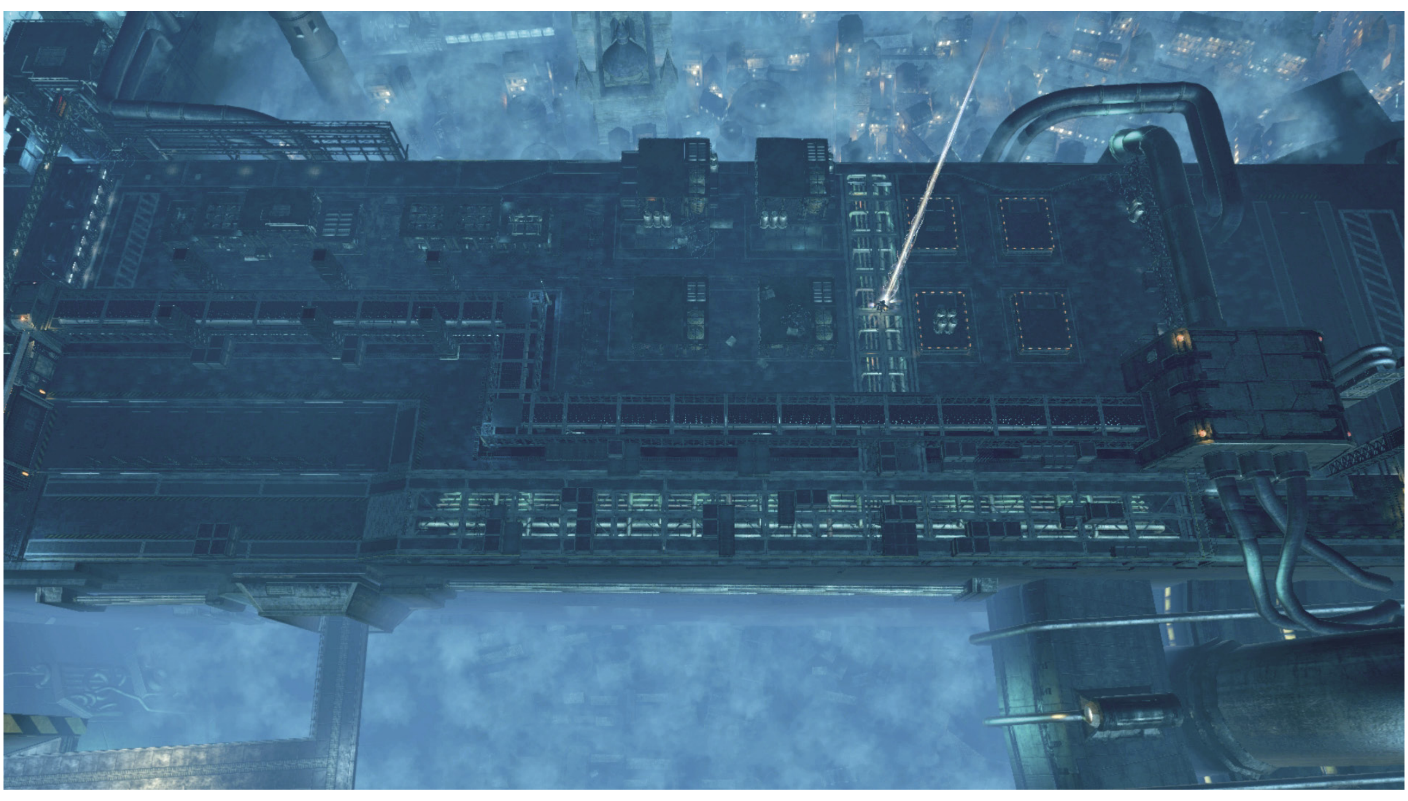




FINAL FANTASY VII

A reactor looms large over the maze of pipes that typifies this industrial powerhouse, killing the planet in the name of economic prosperity.

SIZE ■■■■ **VERTICALITY** ■■■■



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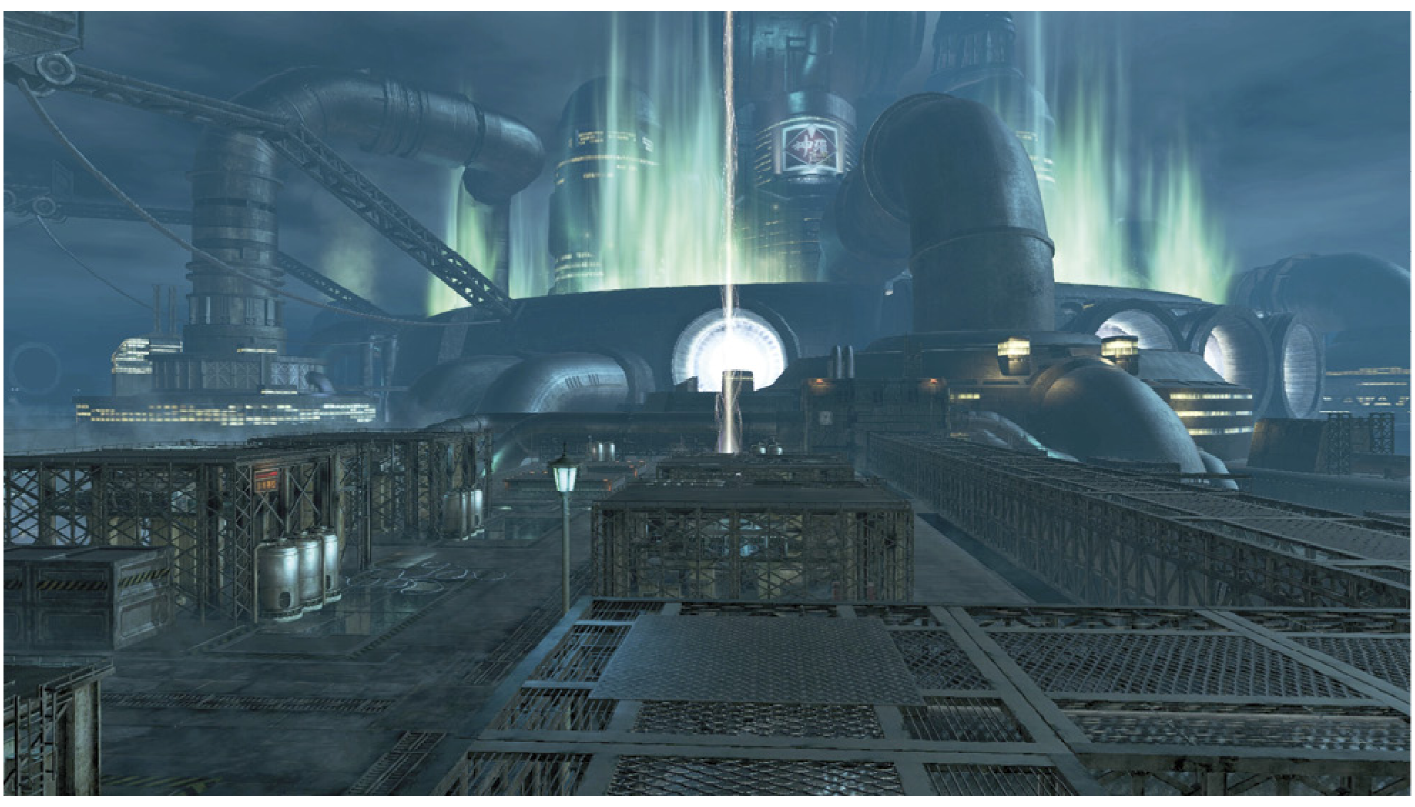

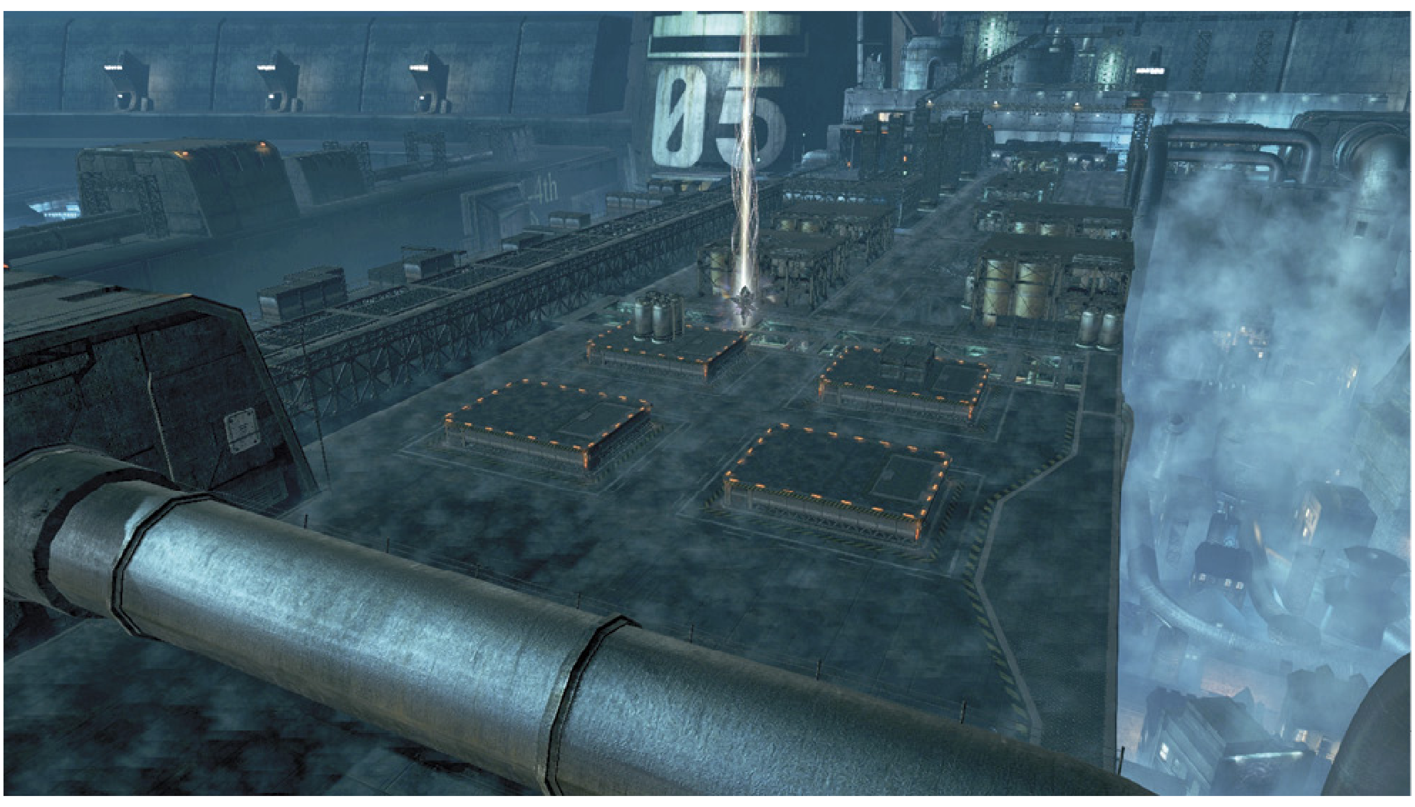

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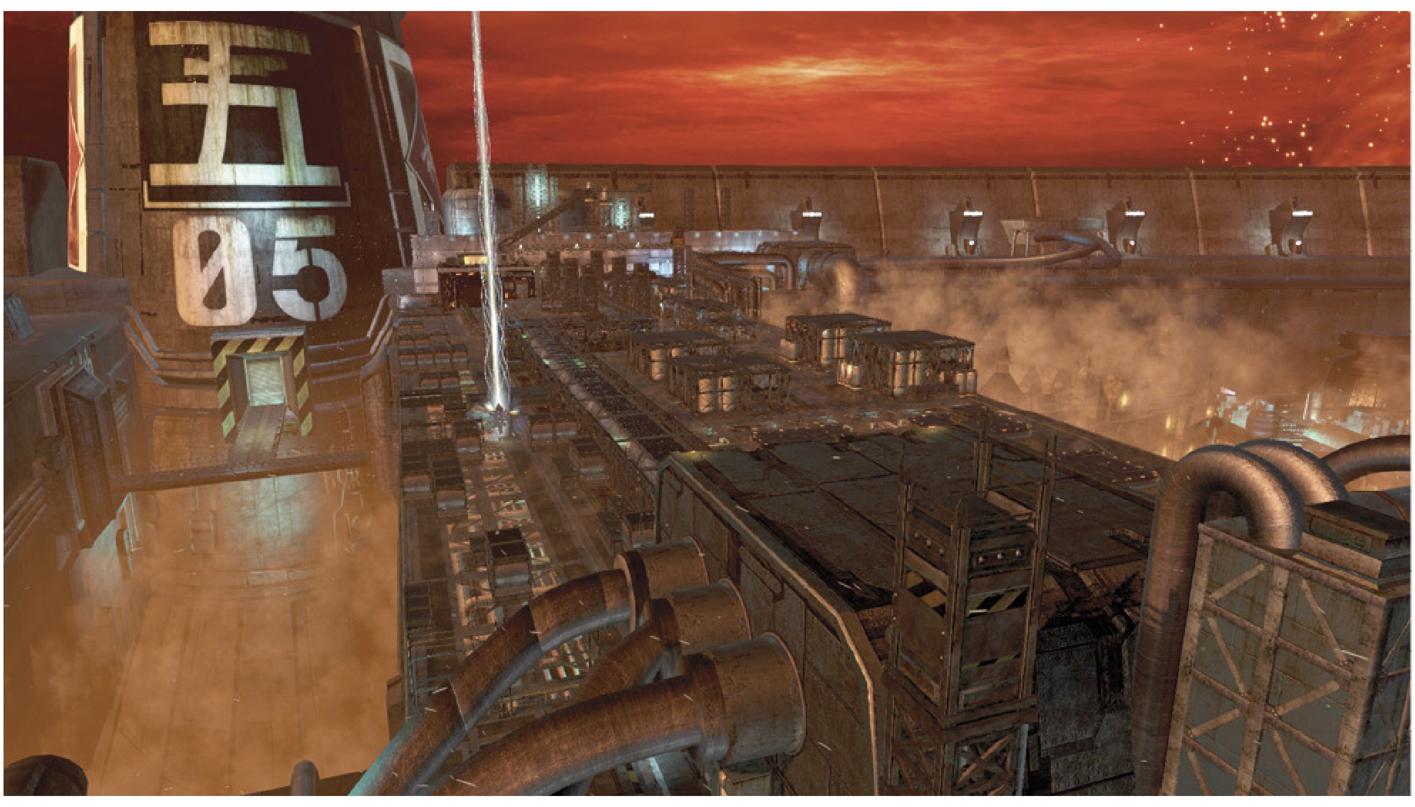
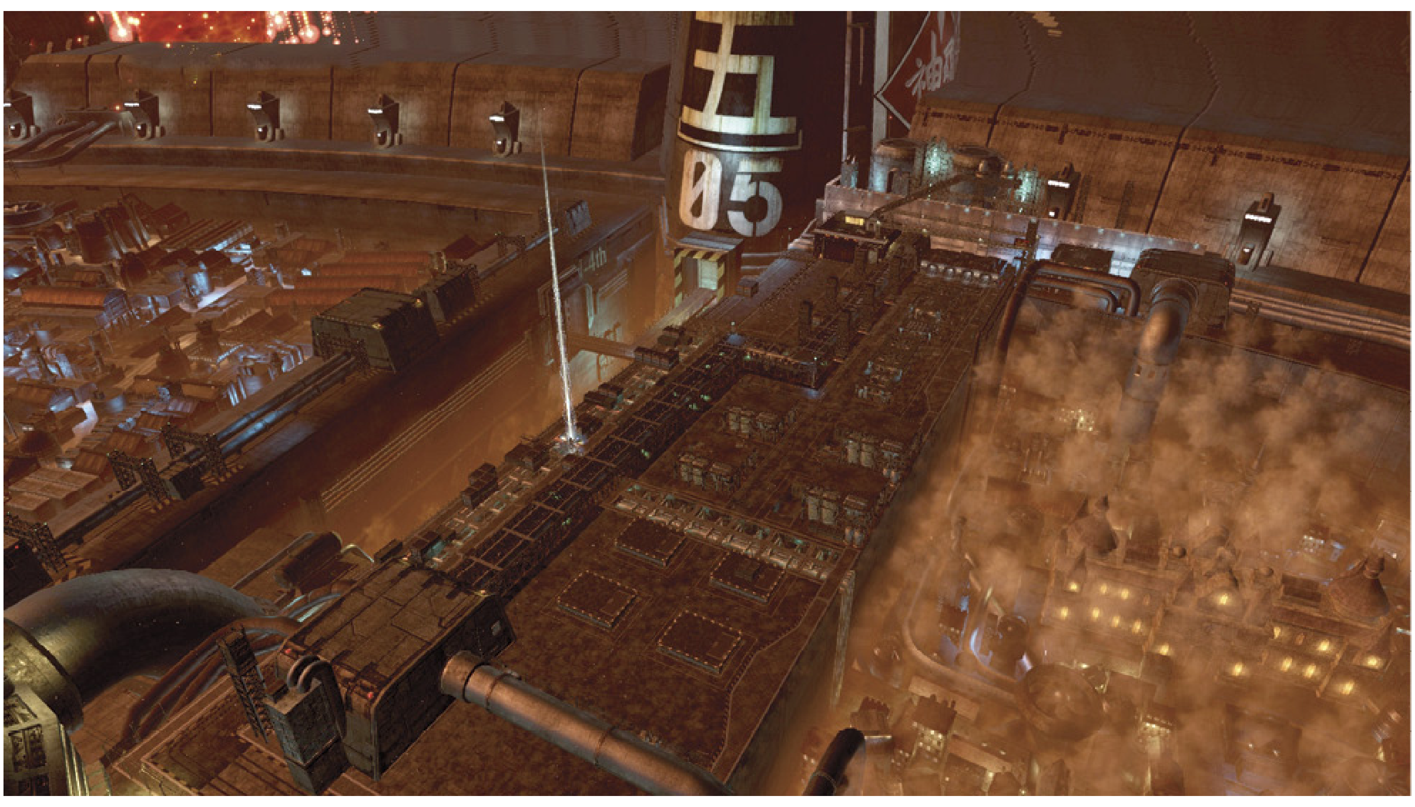




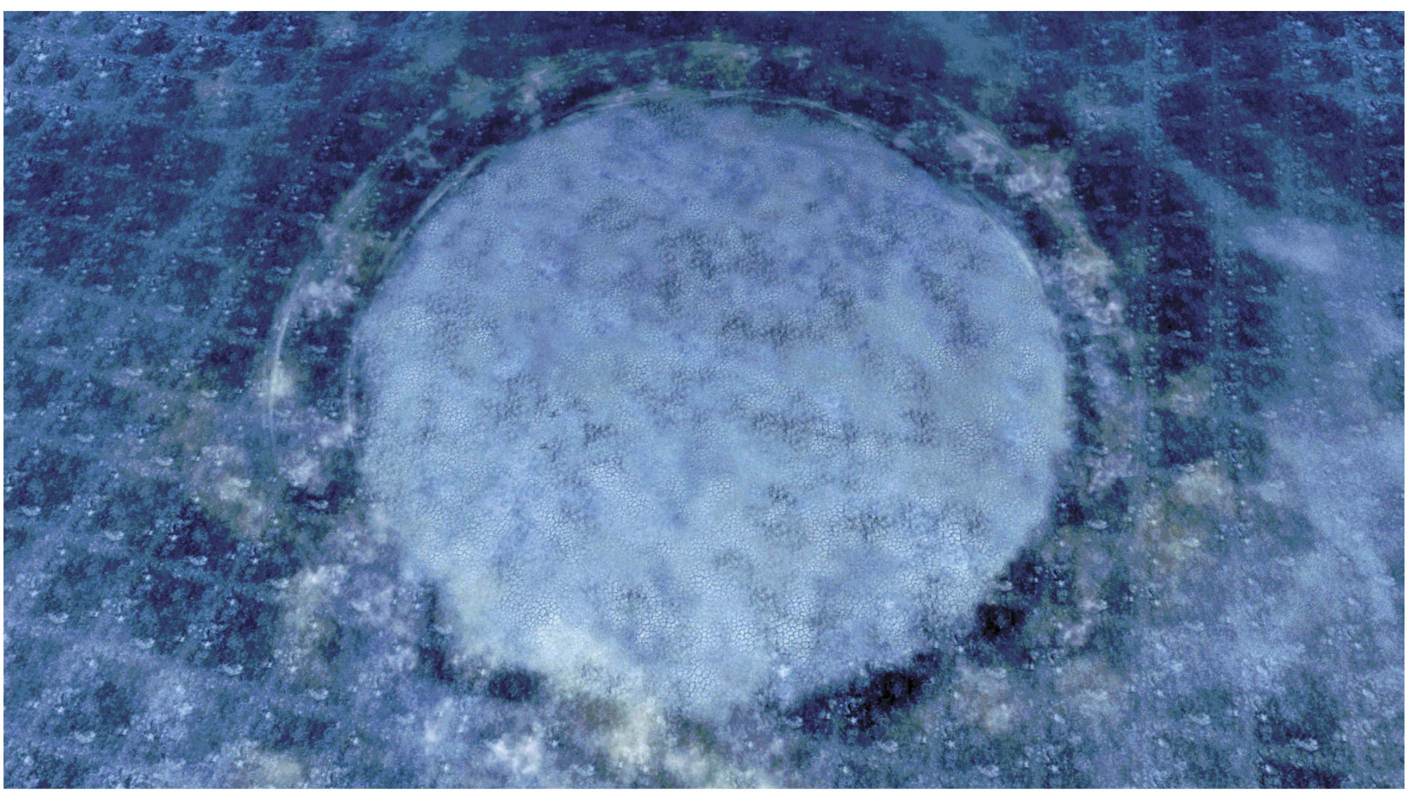
The Promised Meadow

FINAL FANTASY VIII

This desolate field lies within a time-compressed world. Though it may not look like much now, once a certain promise is fulfilled, the land will teem with flowers.

SIZE

VERTICALITY



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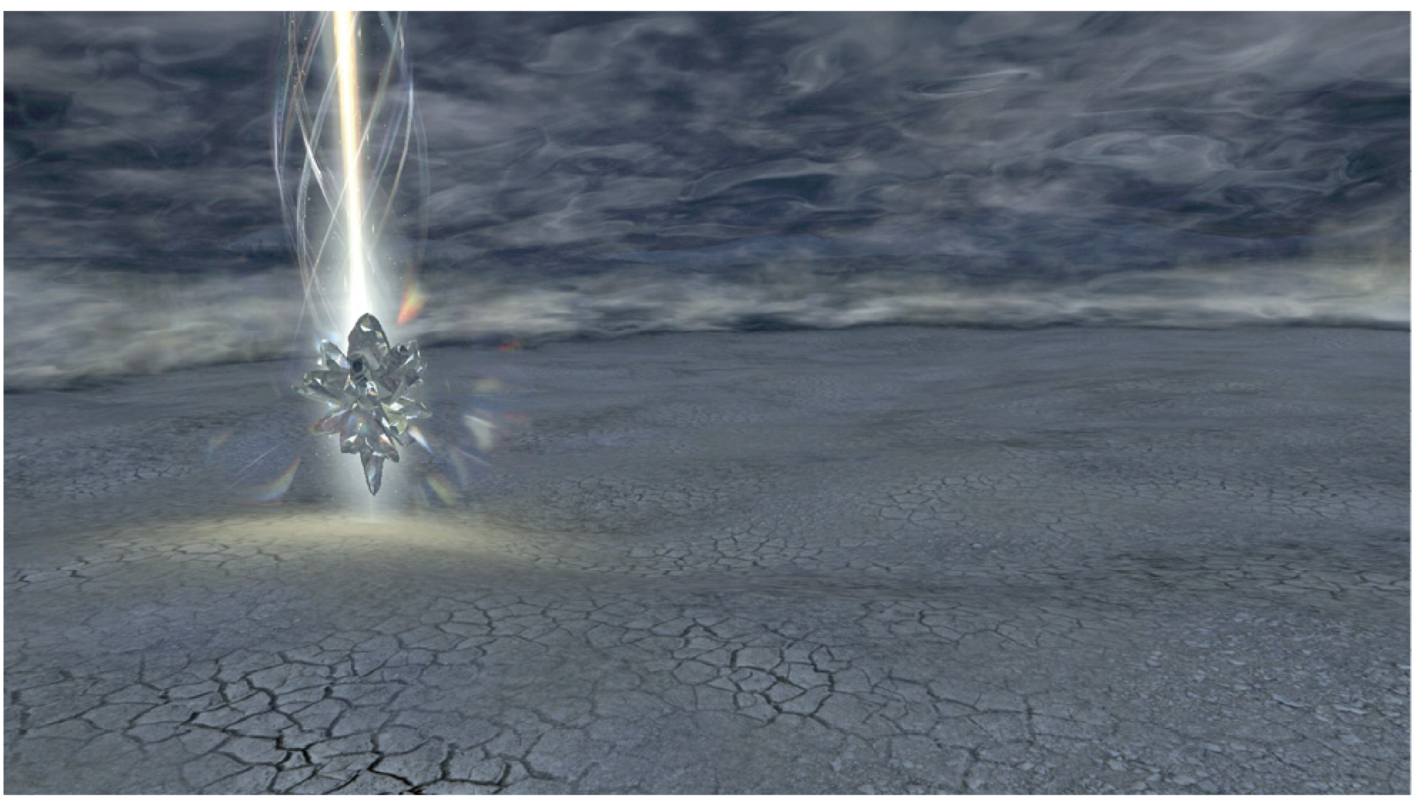

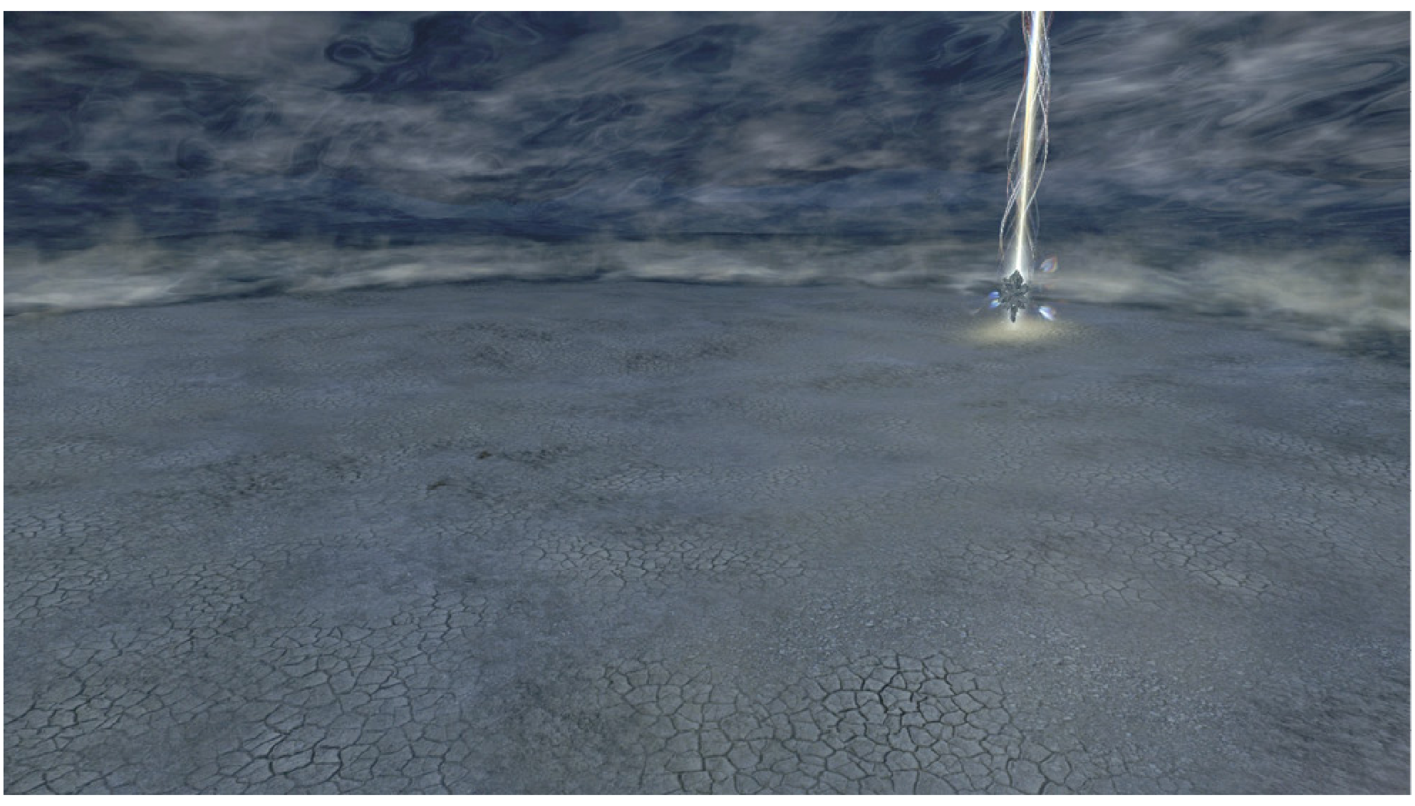

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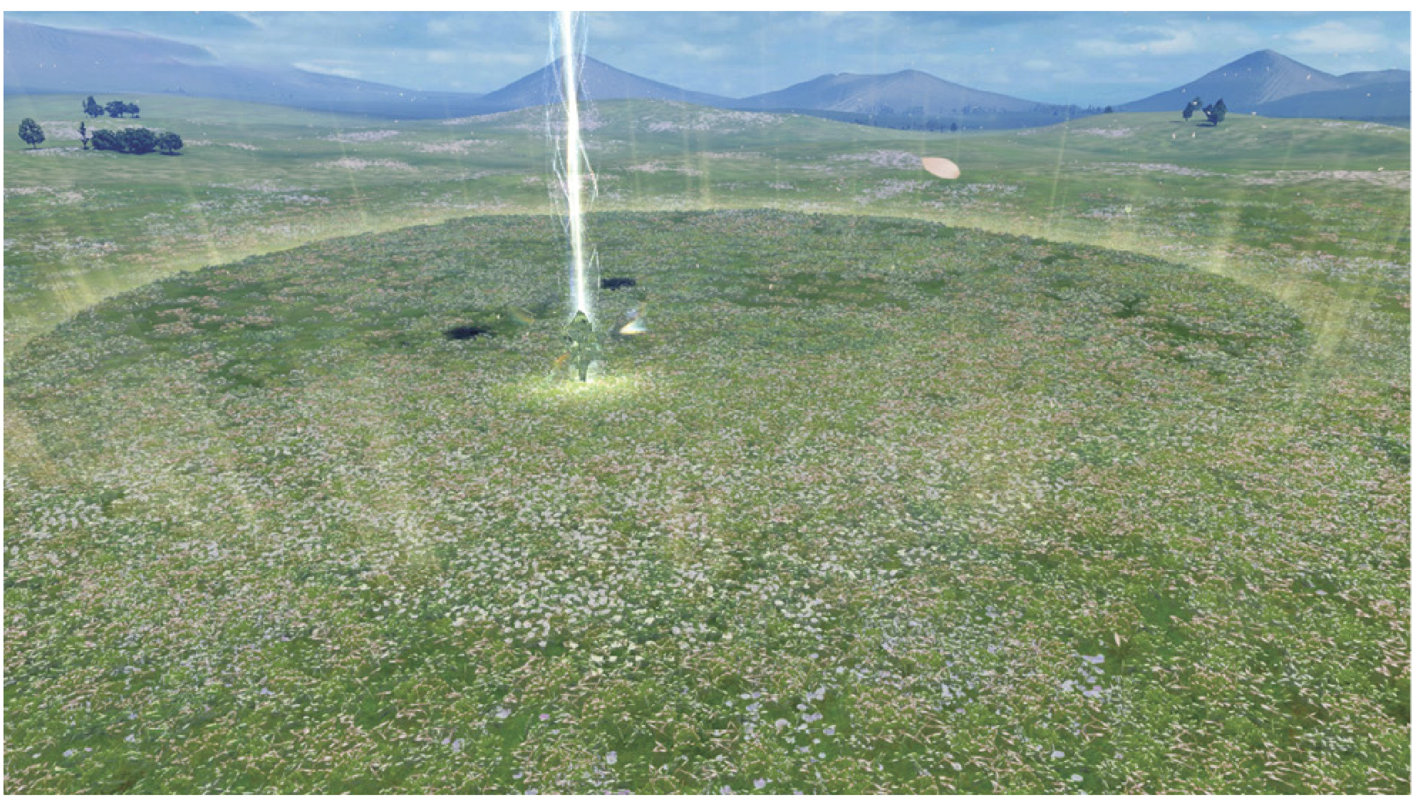
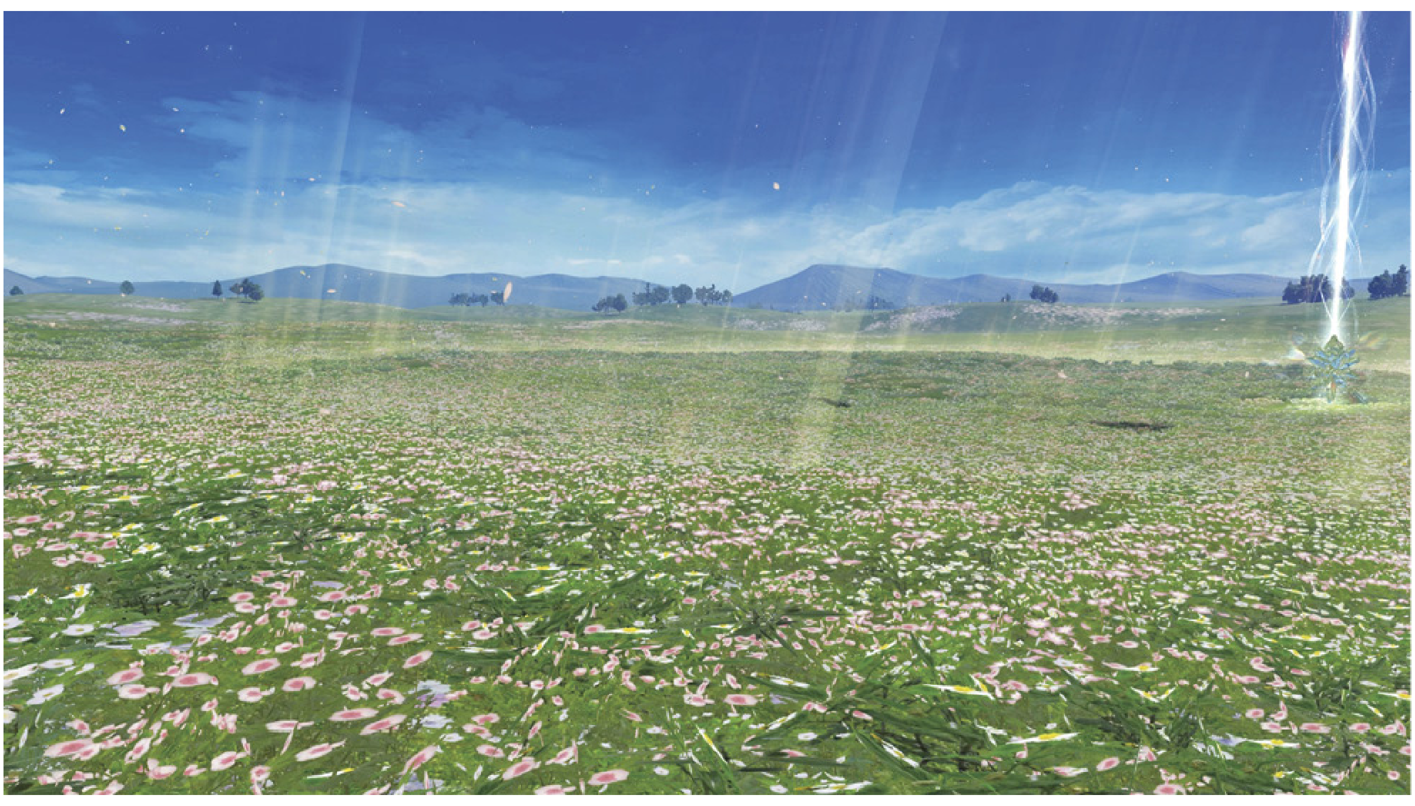




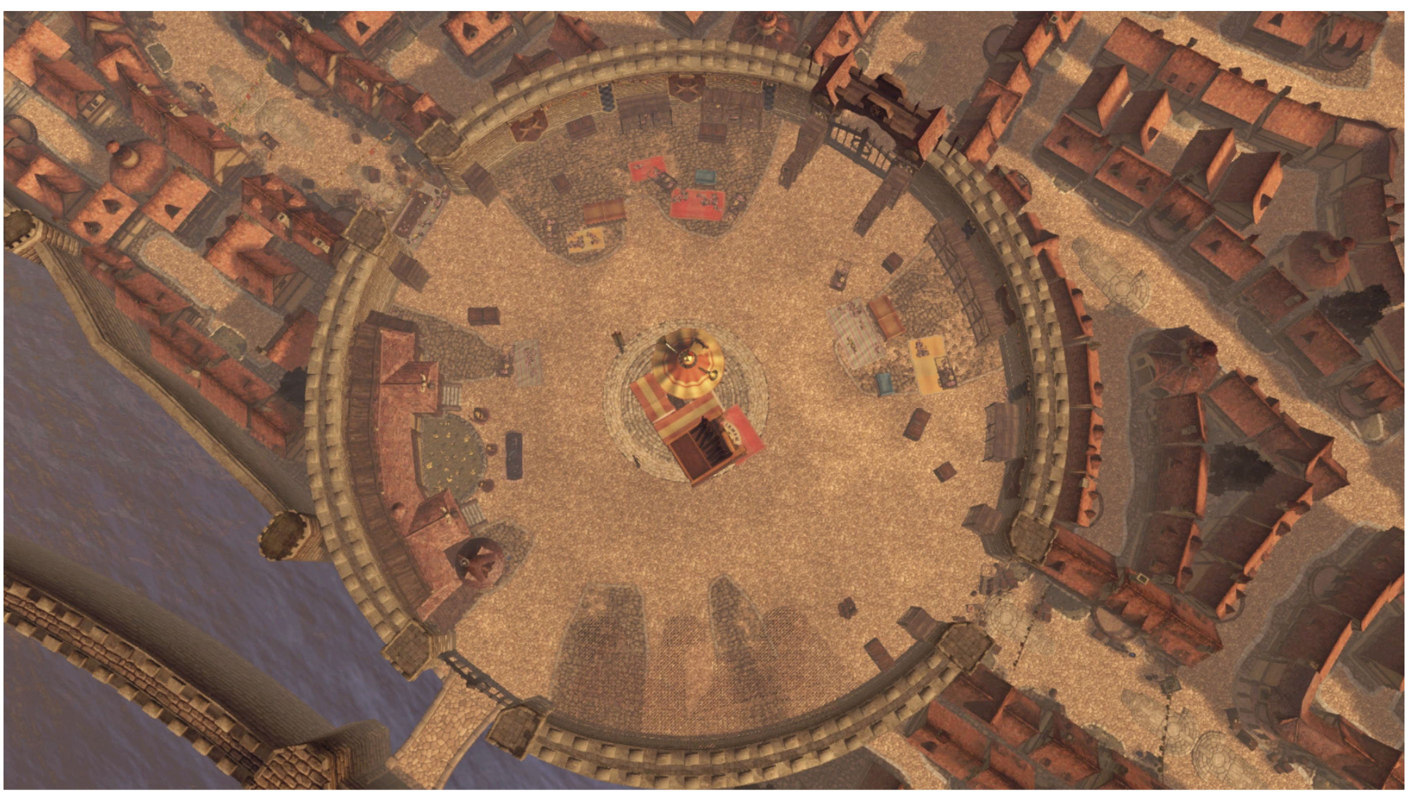
Alexandria

FINAL FANTASY IX

The spacious commons in this bustling castle town is the perfect place to catch a glimpse of passing theater ships.

SIZE ■□□□□

VERTICALITY ■■■□□



PRE-SUMMON

POST-SUMMON

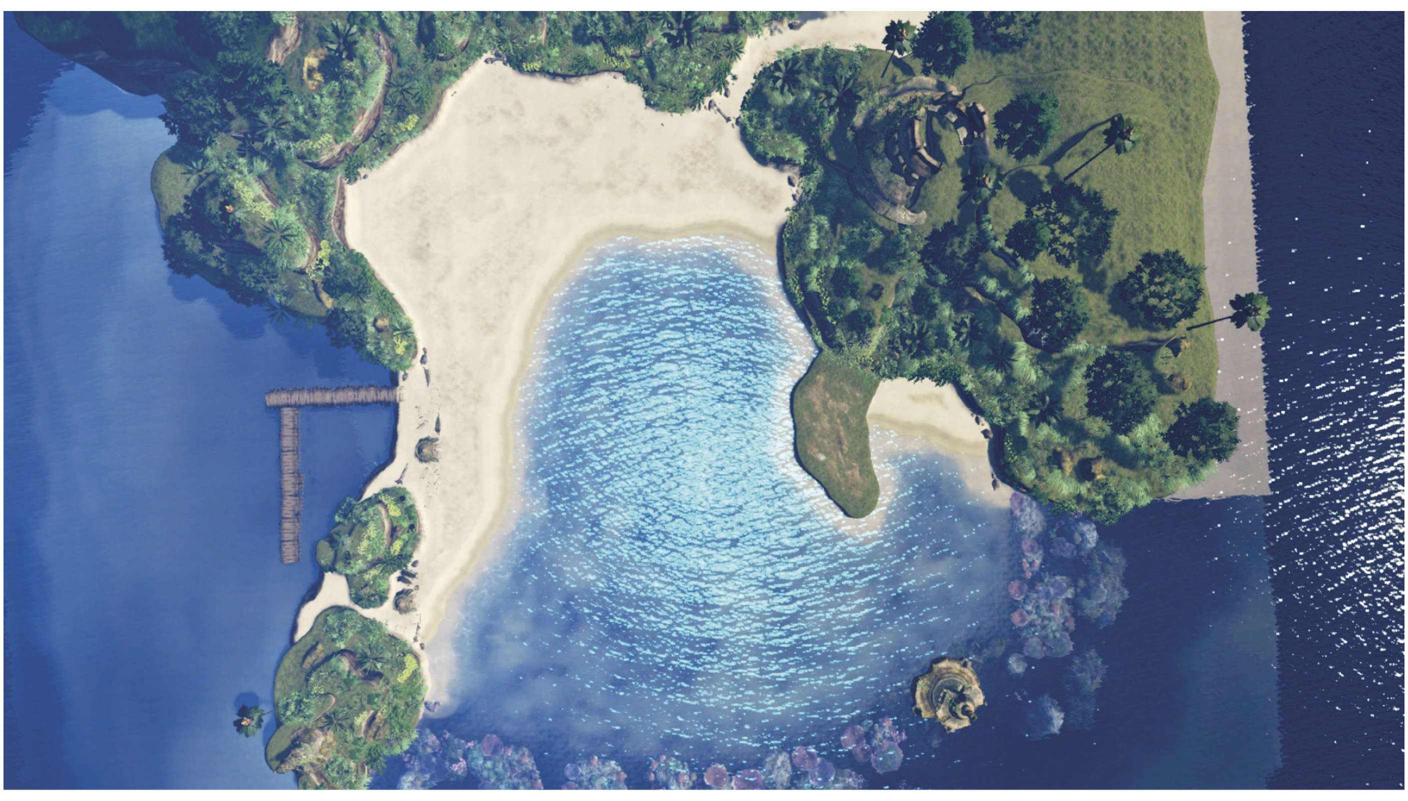
Besaid Island

FINAL FANTASY X

This natural wonder of an island lies at the southern extreme of Spira. Its picturesque shoals extend for a sizable distance.

SIZE ■■■■□

VERTICALITY ■□□□□



PRE-SUMMON

POST-SUMMON

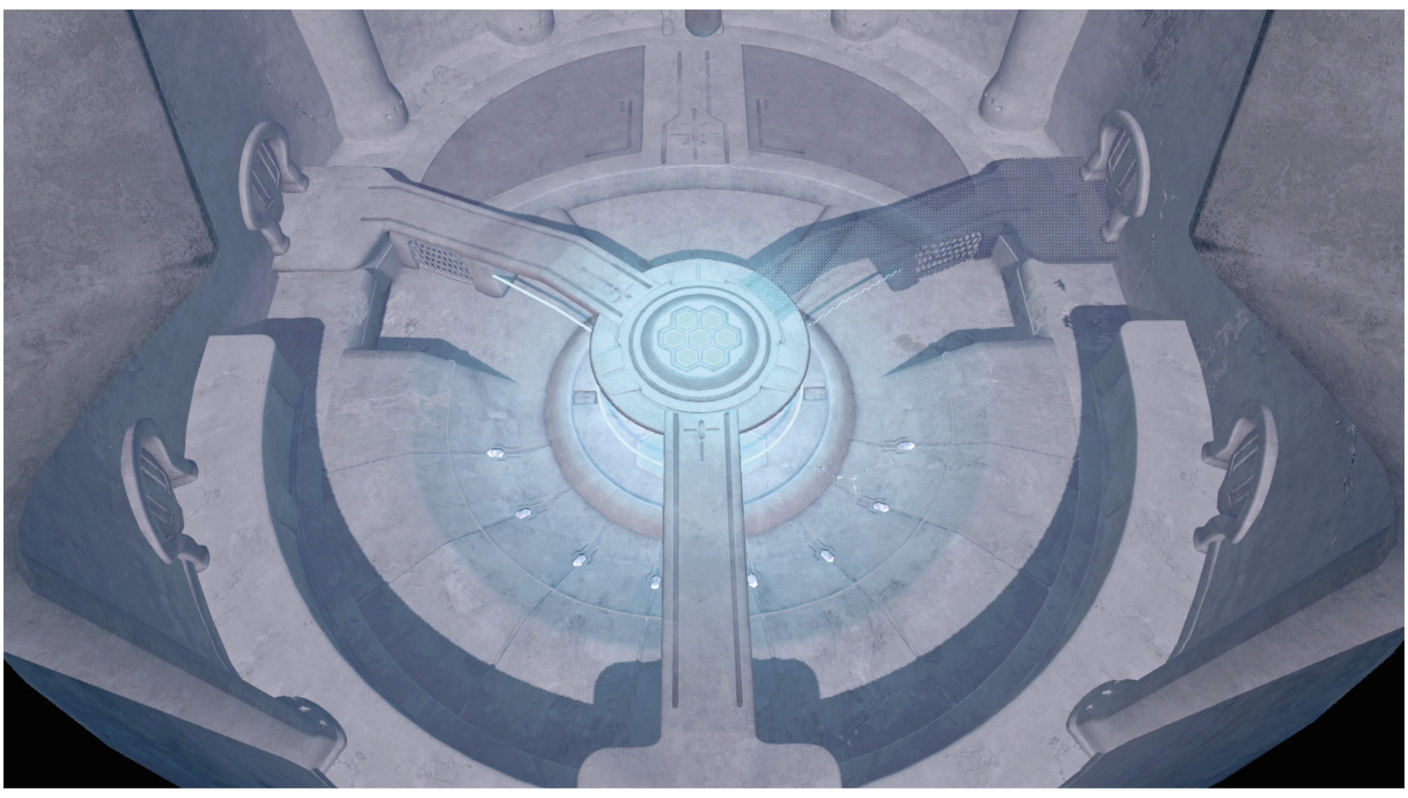
Stellar Fulcrum

FINAL FANTASY XI

This vast hall situated at the peak of Delkfutt's Tower houses an ancient crystal thought to bridge Vana'diel with eternal paradise.

SIZE ■■□□

VERTICALITY ■■■■



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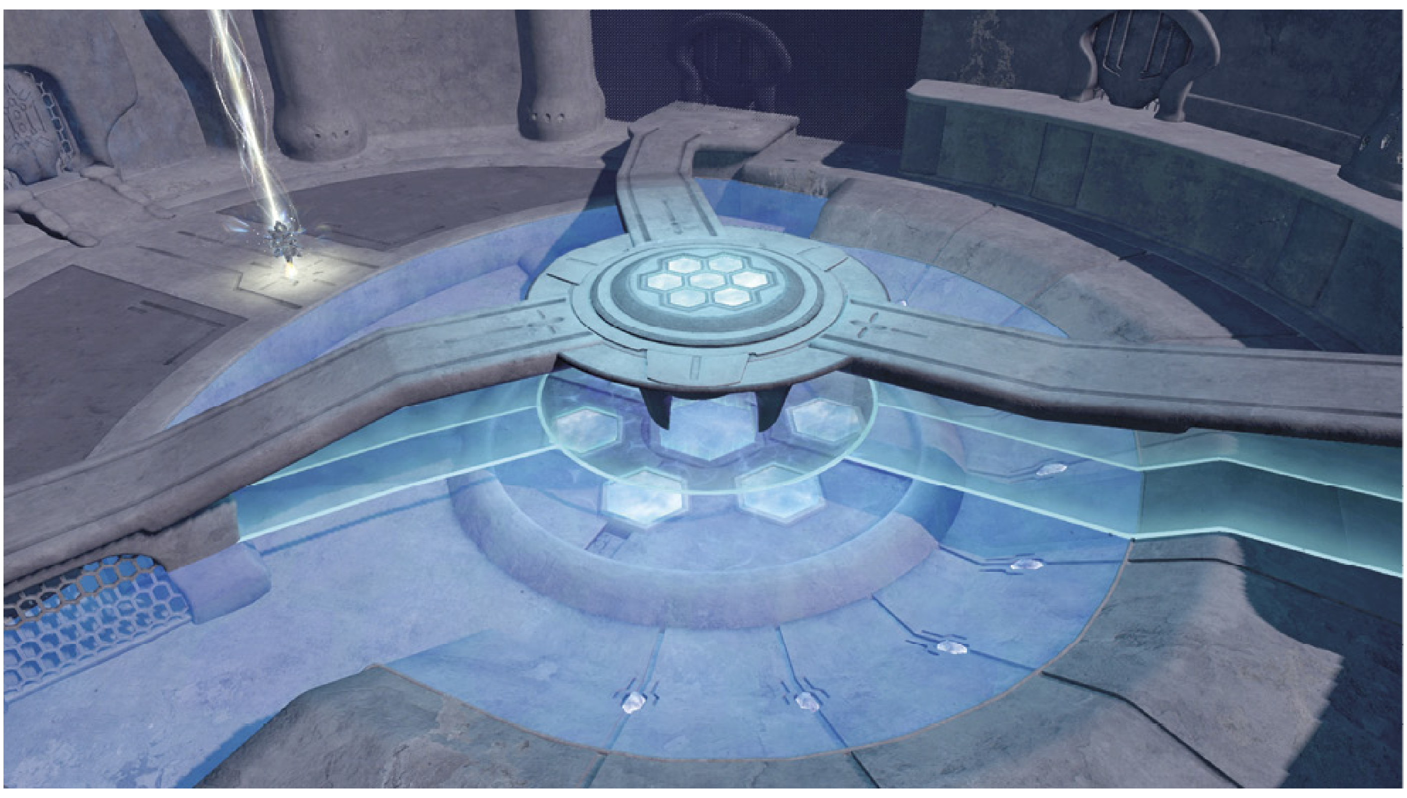

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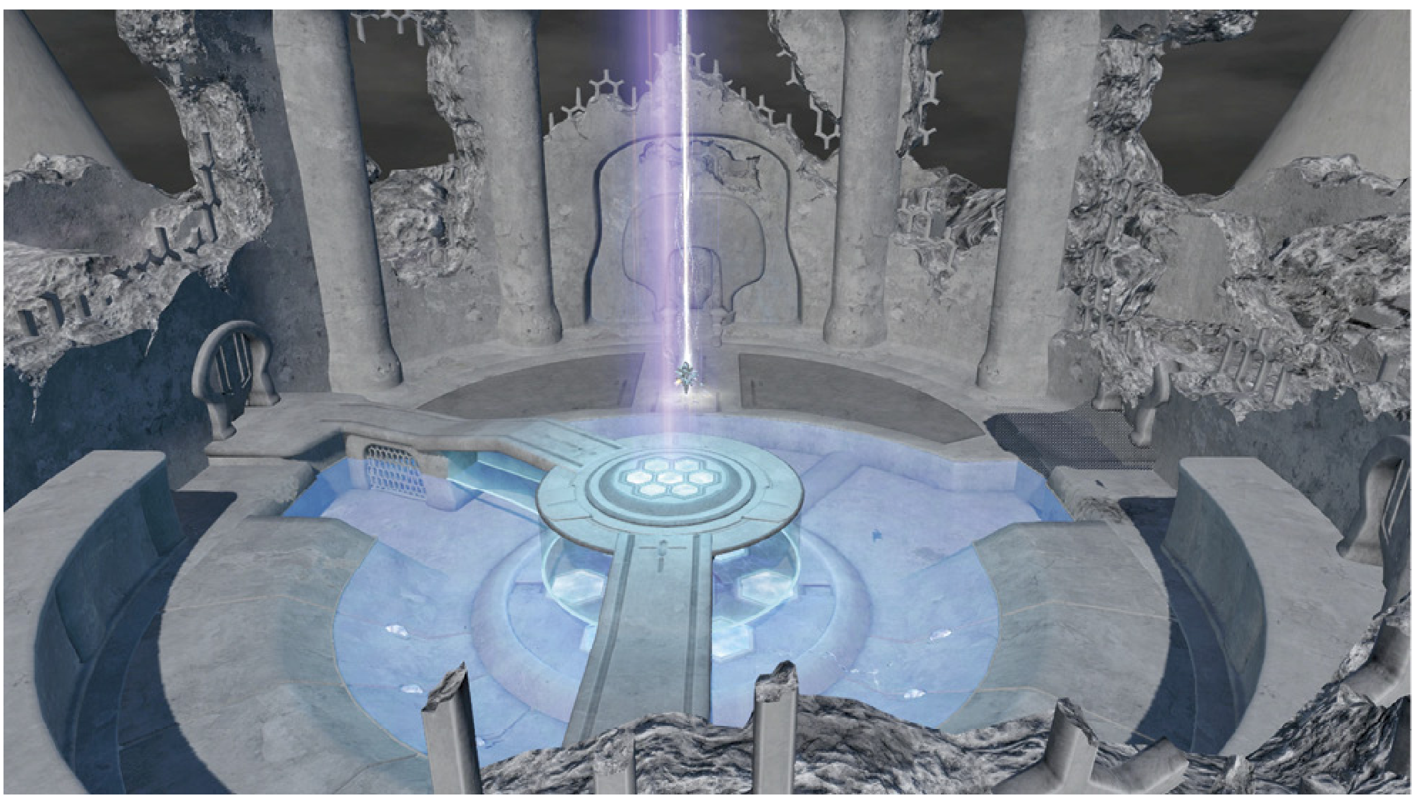
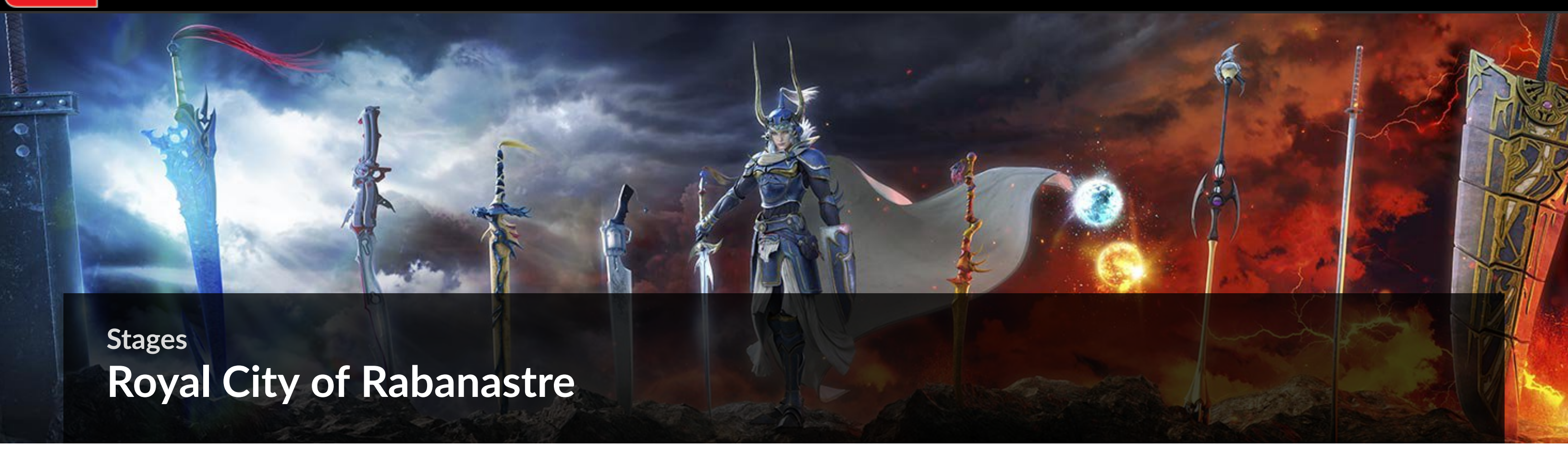


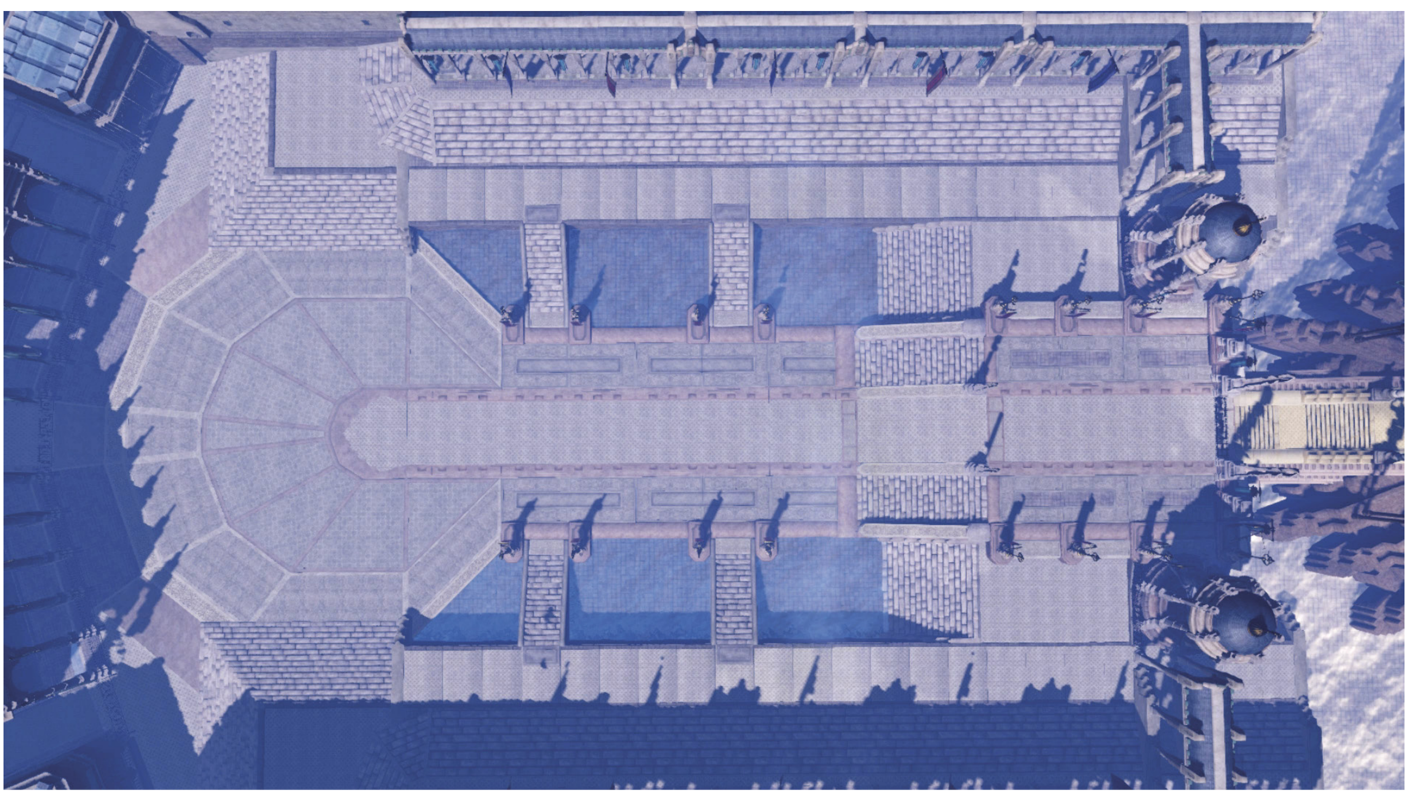


Royal City of Rabanastre

FINAL FANTASY XII

This wide, stone street in Old Dalmasca's capital terminates in steps leading to a resplendent cathedral.

SIZE ▮▮▮ VERTICALITY ▮▮



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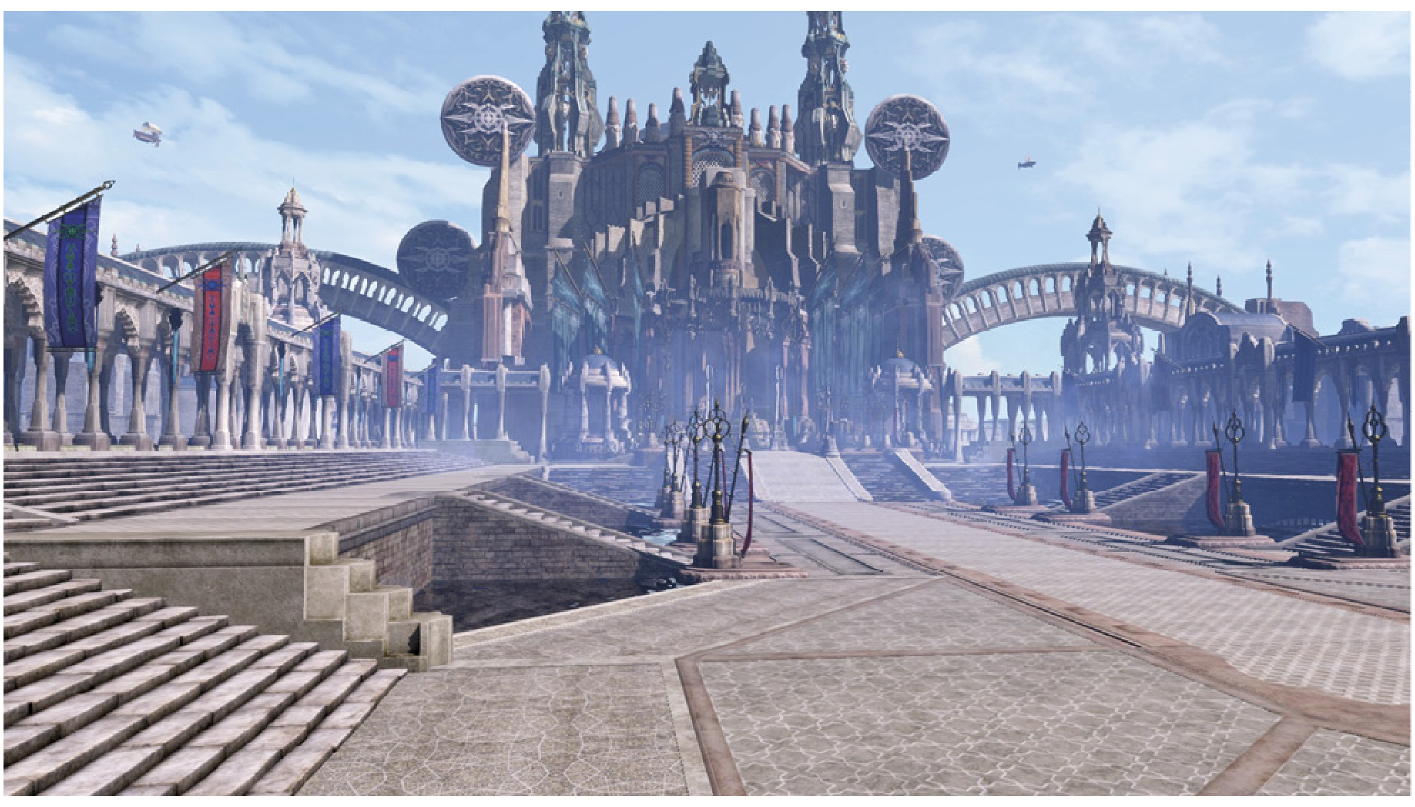

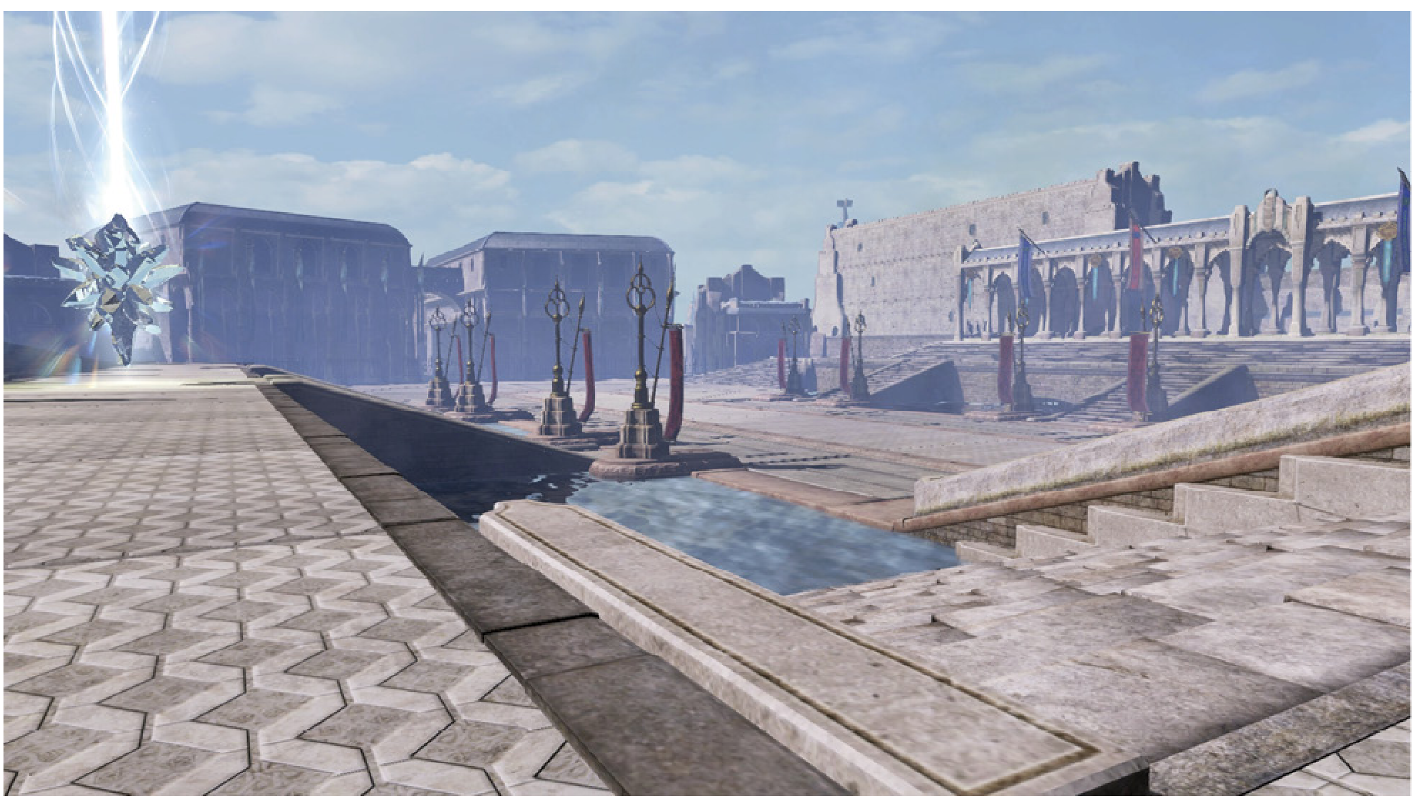

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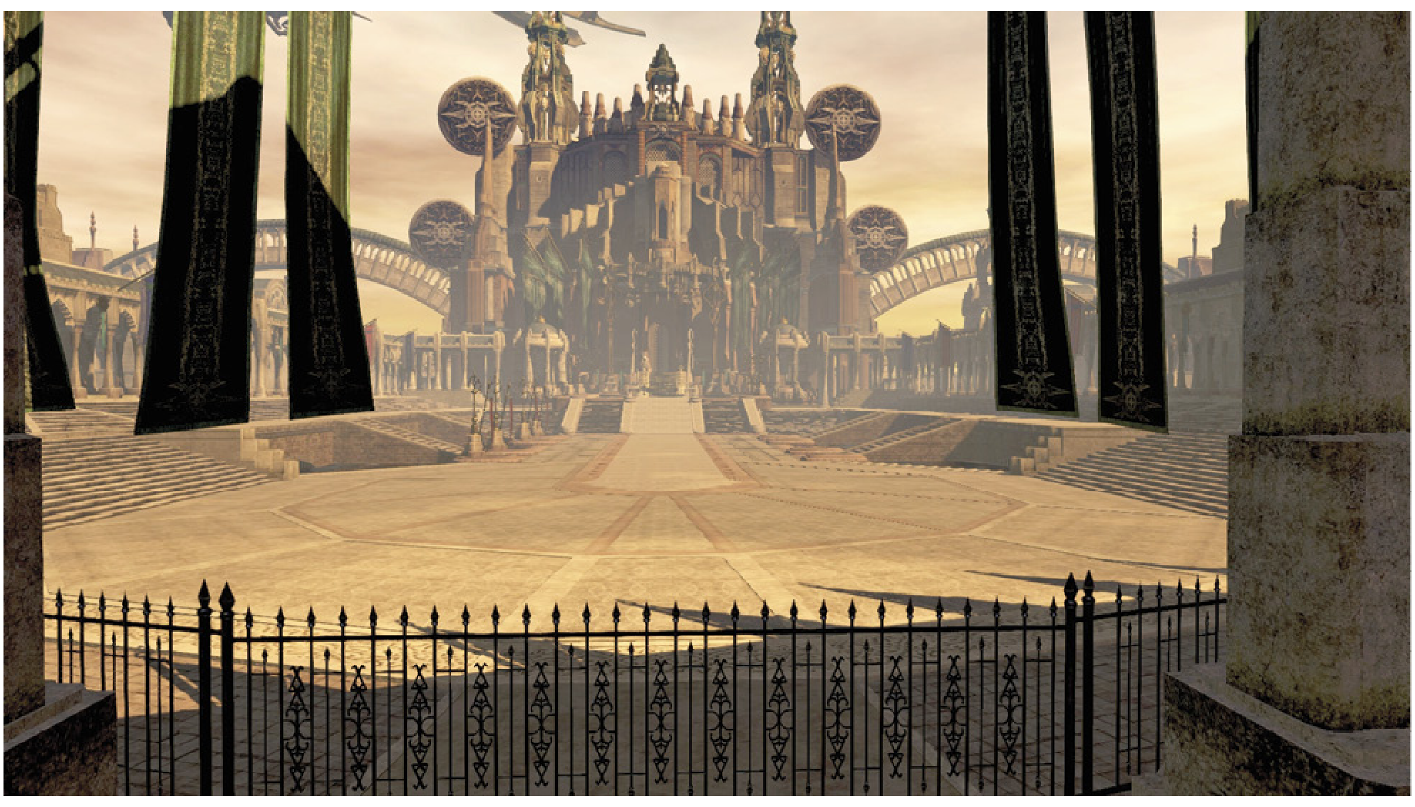
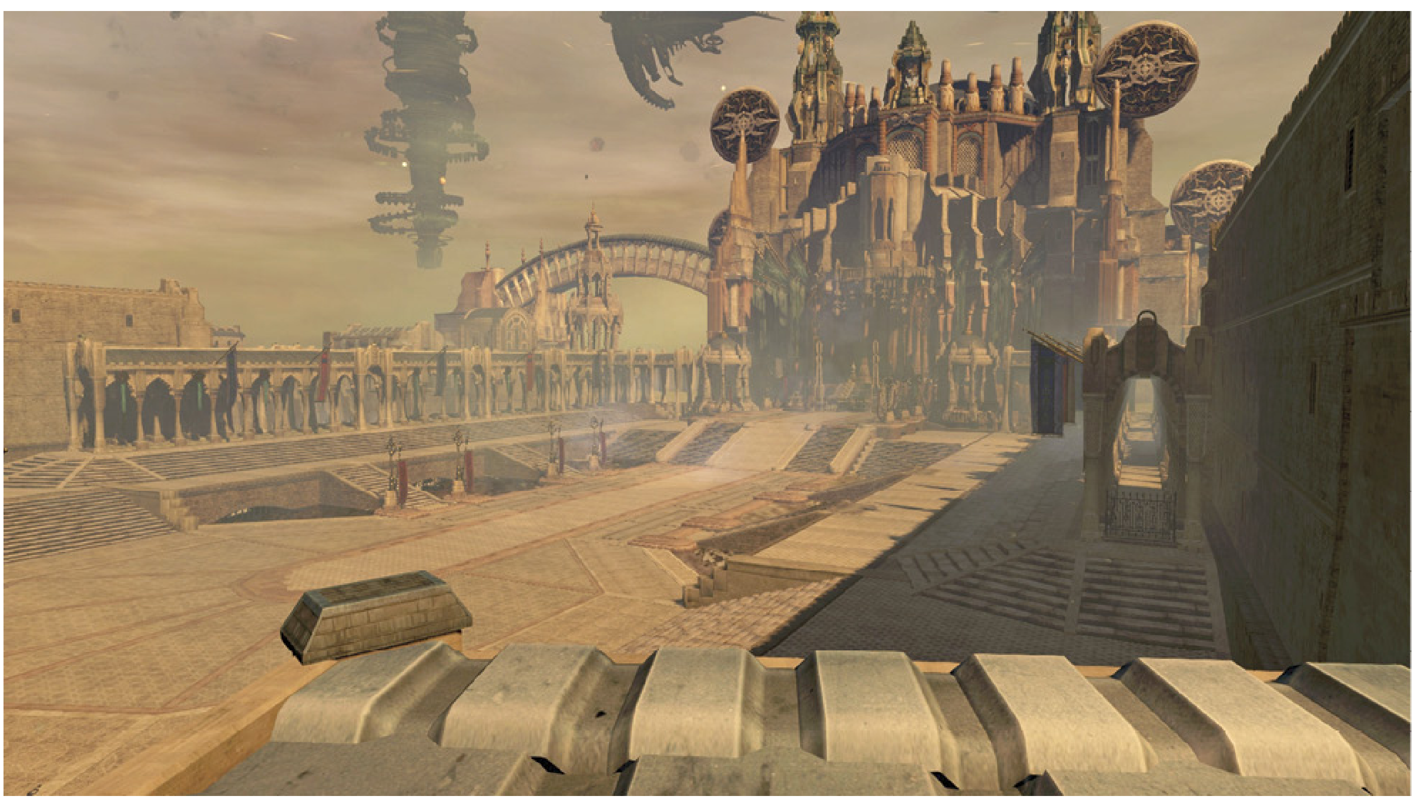
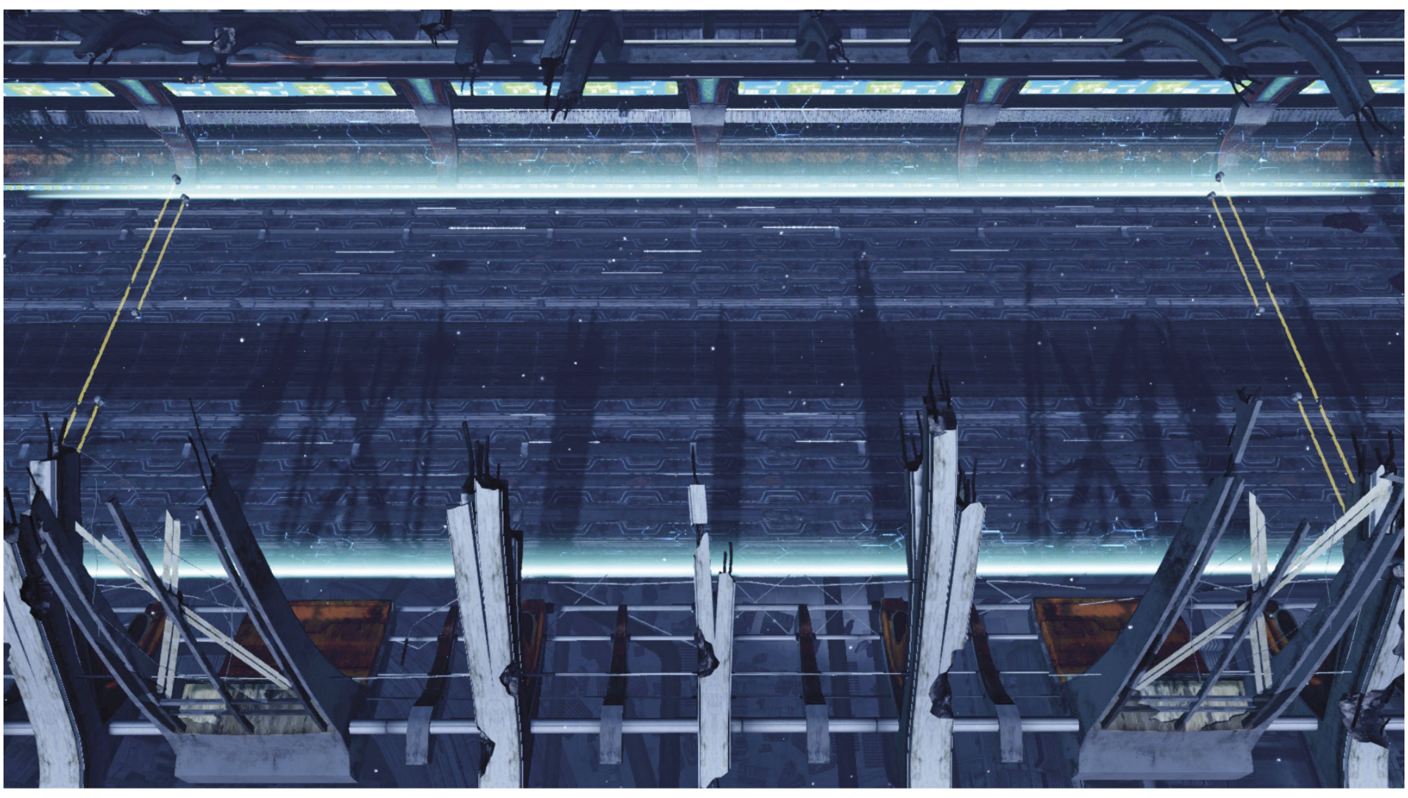




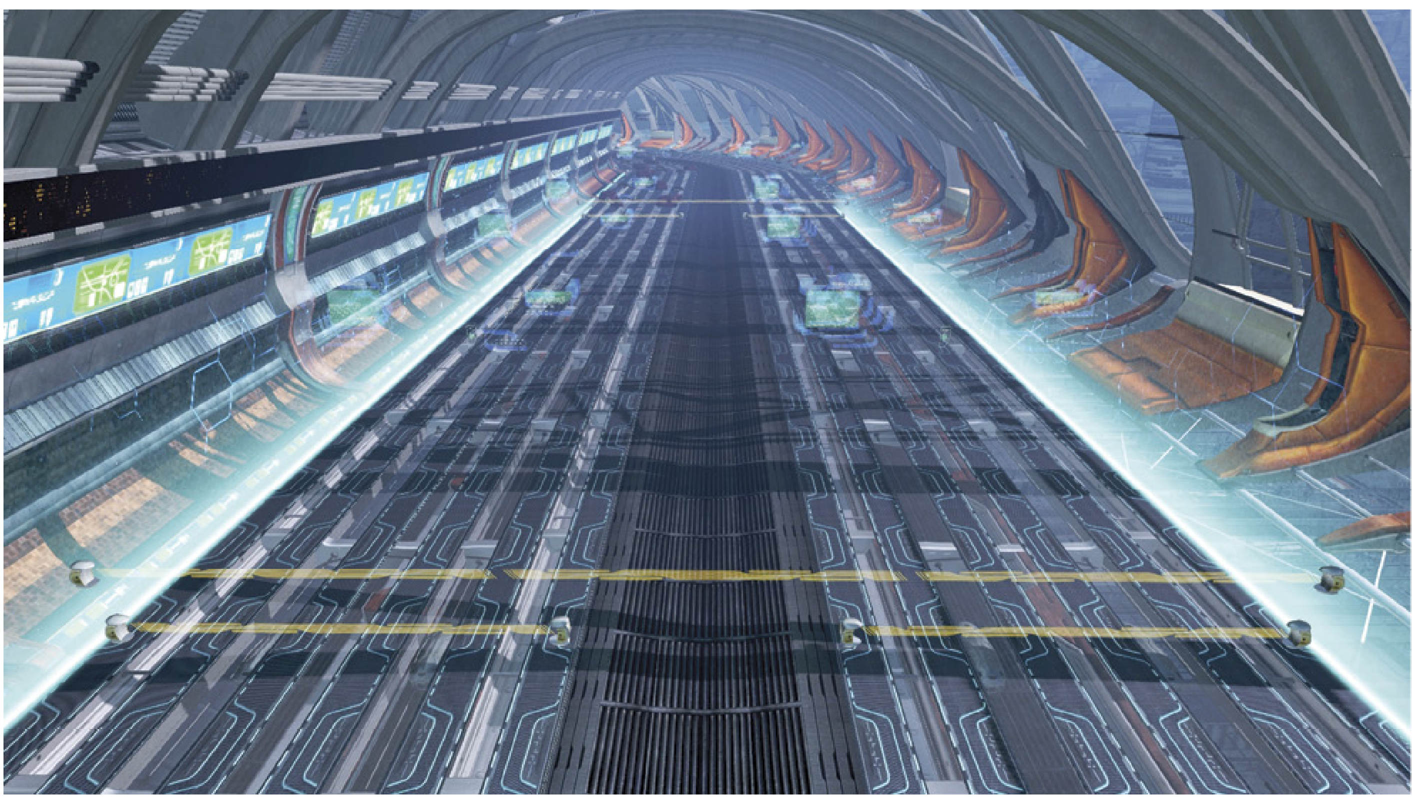
FINAL FANTASY XIII

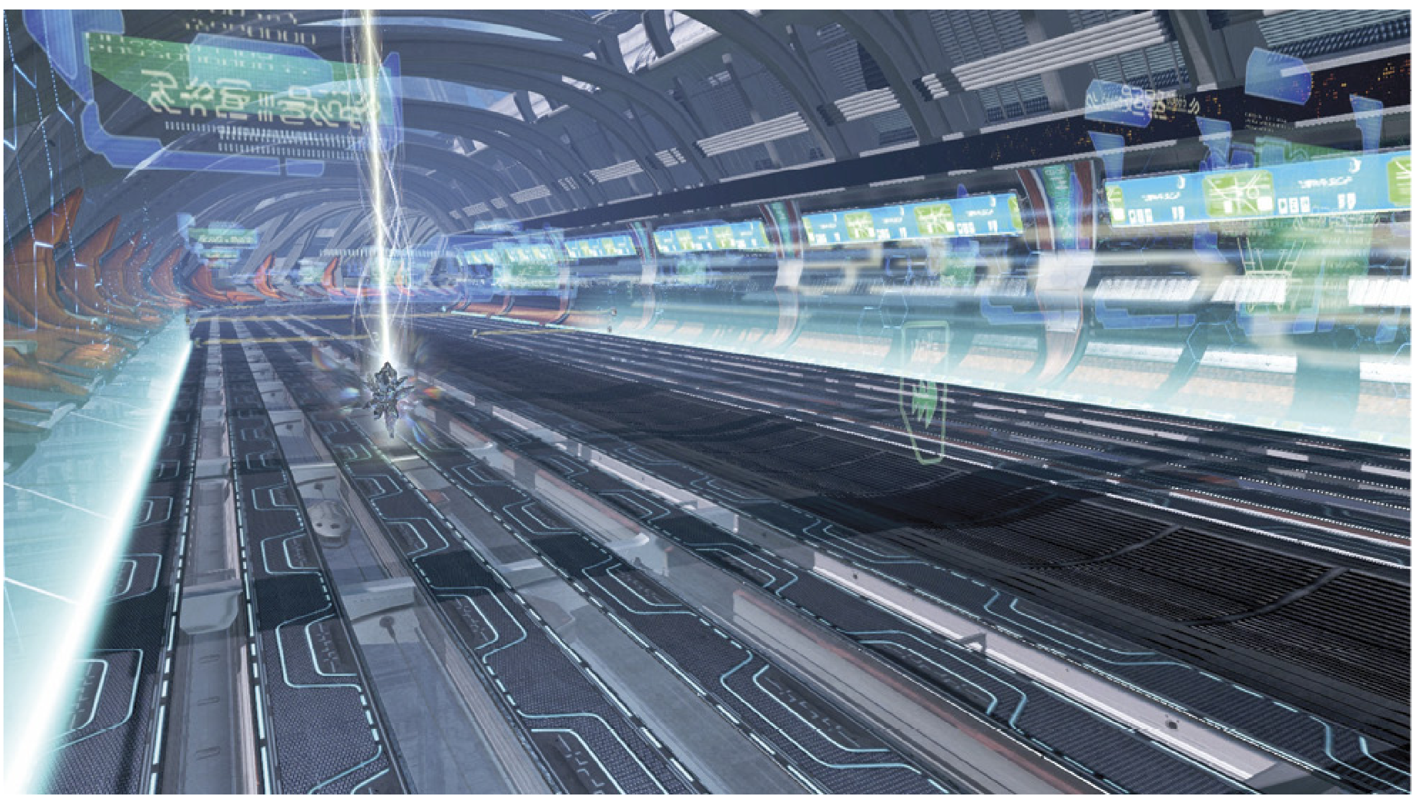
The broad thoroughfare upon which you fight suggests an opulence befitting Cocoon's floating capital.

SIZE ■■■□□□ VERTICALITY ■□□□□□



PRE-SUMMON





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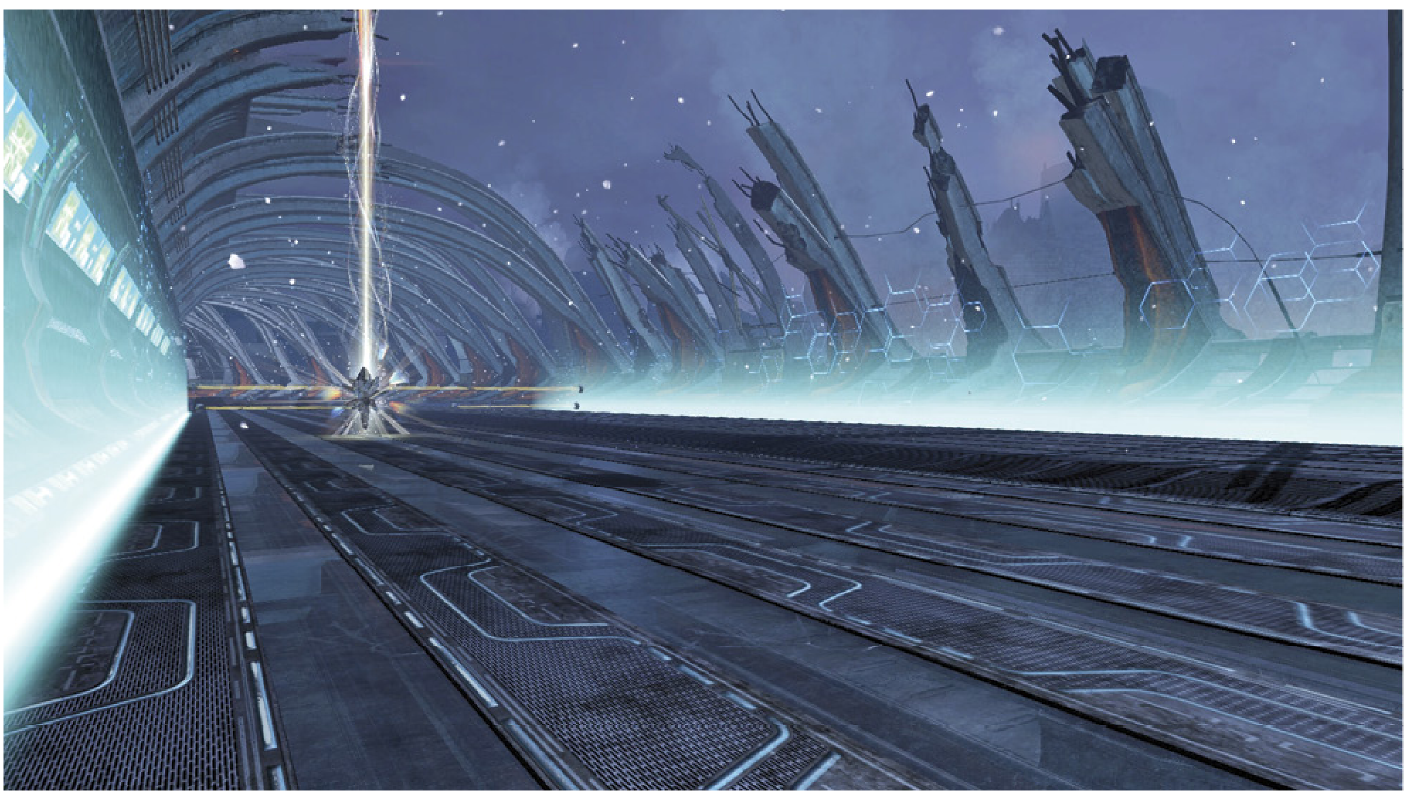


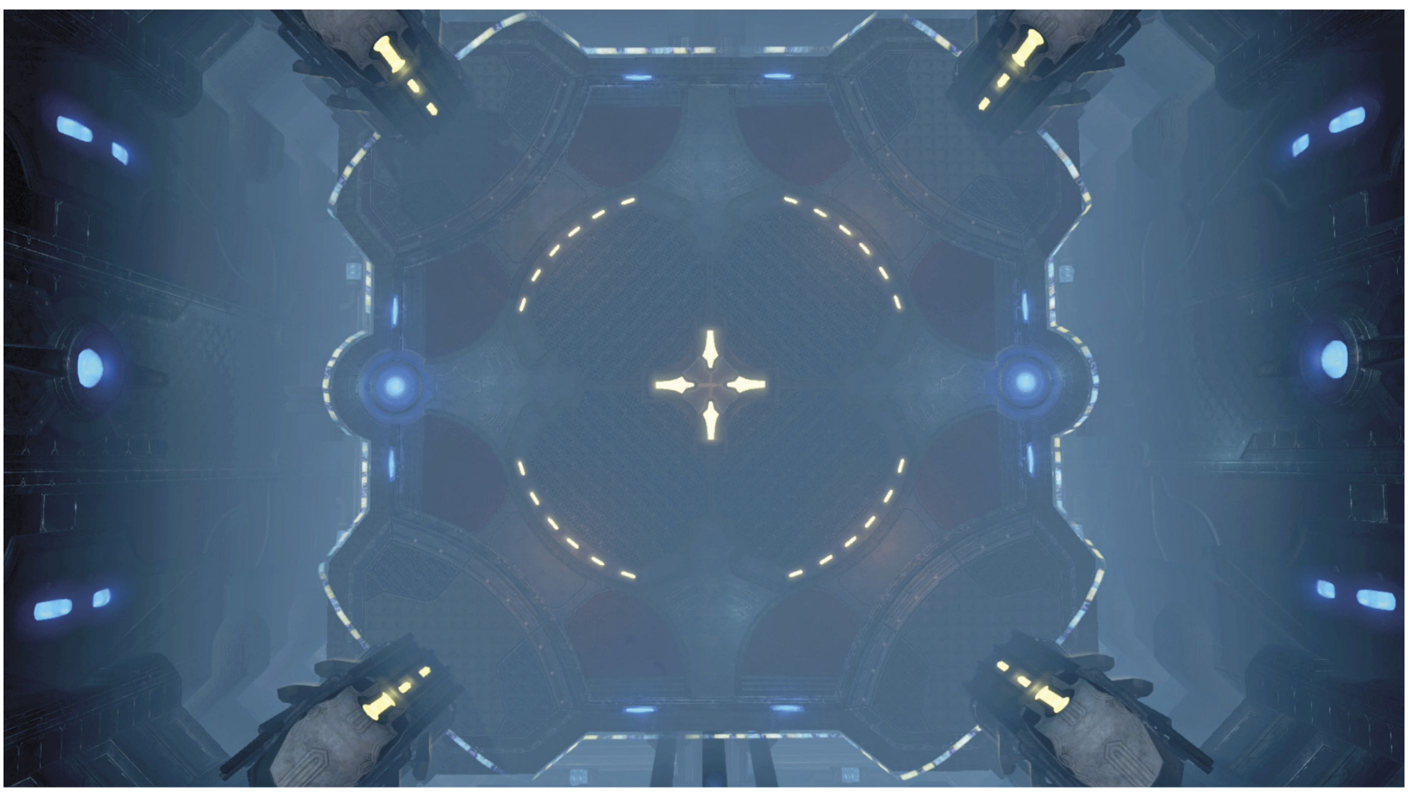
Porta Decumana

FINAL FANTASY XIV

The Praetorium lift upon which you duel here exudes a cold, lifeless aura that gives even stalwart veterans pause.

SIZE ▮▮

VERTICALITY ▮



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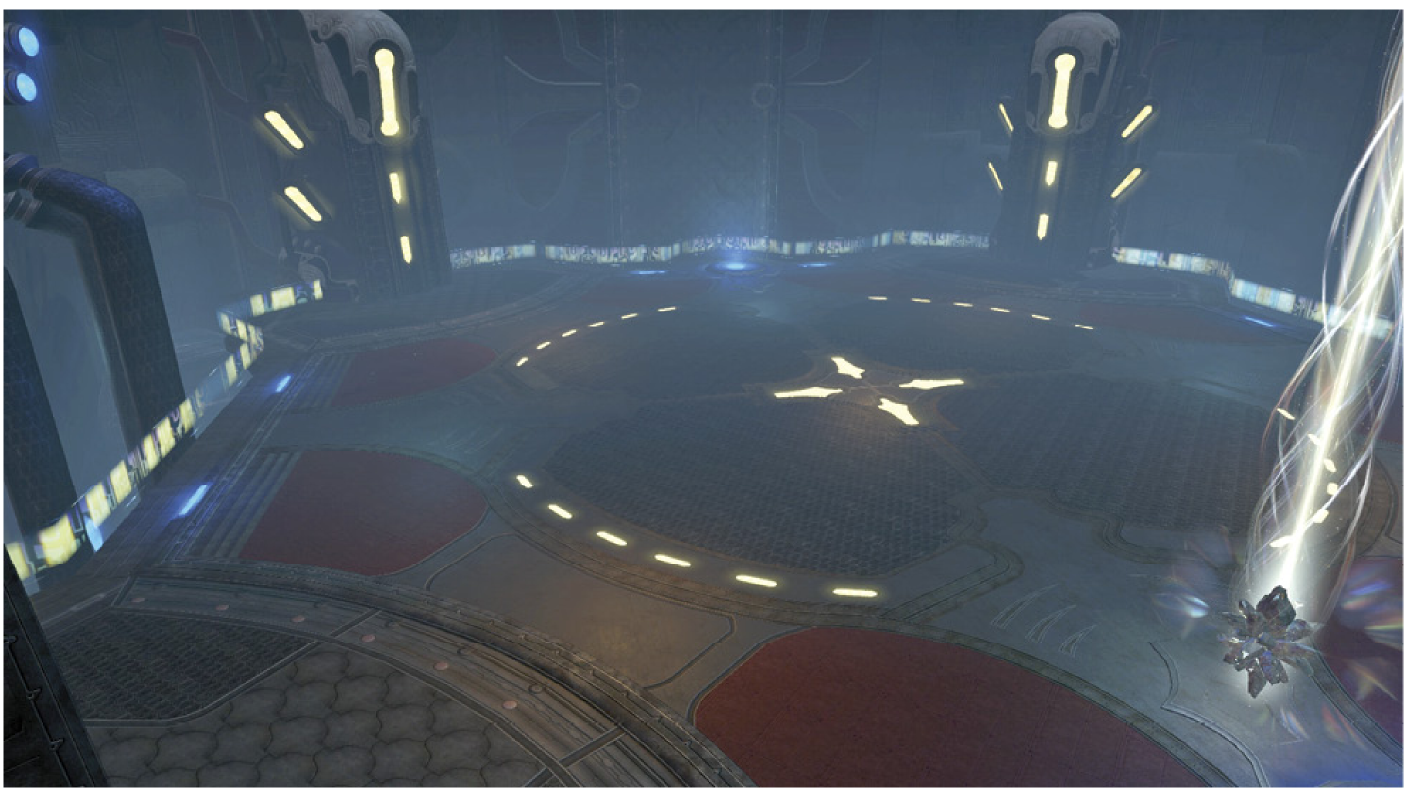

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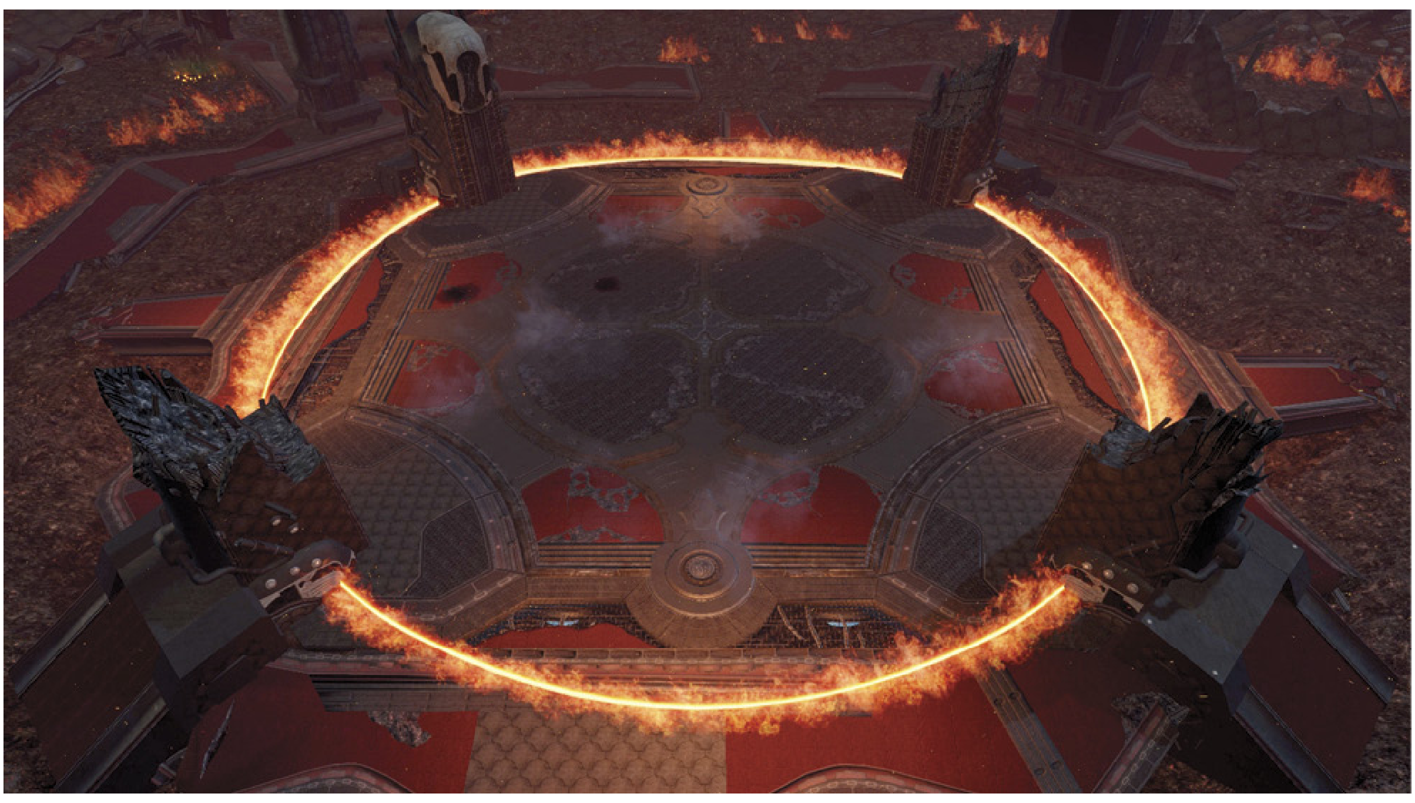
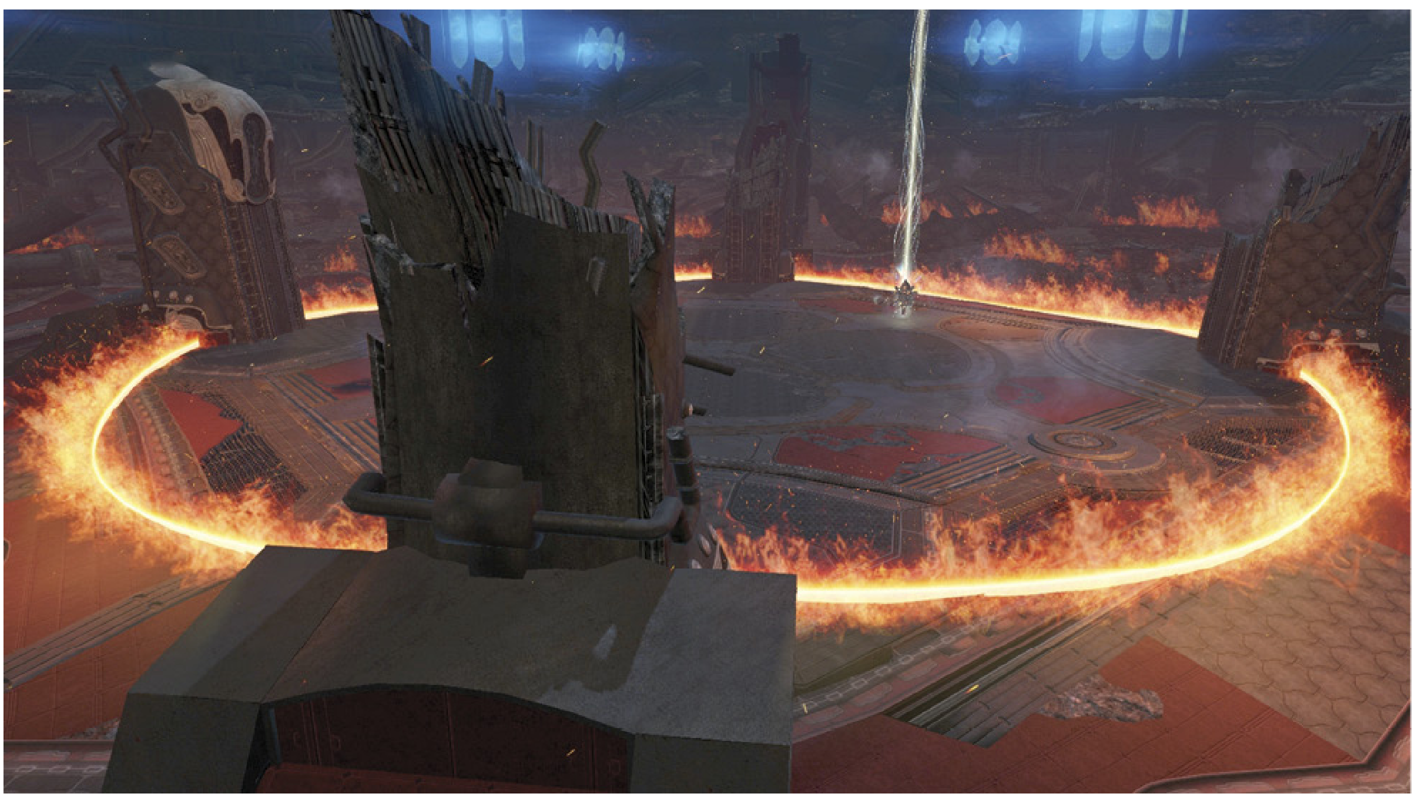




Summons

Overview

Your choice of summon influences your team's combat proficiencies in several ways. Each summon comes with two passive effects: the pre-summoning effect takes effect immediately, while the post-summoning effect kicks in as soon as your team successfully invokes the summon. Which summon to choose highly depends on the makeup of your team and your team's playstyle. Some summons, like Shiva, Ifrit, Odin, and Alexander, have effects that every character can take advantage of, regardless of their HP Attack/EX Skill loadout. Other specialized summons, like Ramuh, Leviathan, and Bahamut, directly affect certain EX Skills, so some of their buffs may go to waste if your character isn't equipped with specific skills. Generally, Shiva and Ramuh are strong picks. However, if you can coordinate with your teammates, you can go for a highly specialized loadout to take advantage of a summon's buffs (such as gearing up all of your team with Enfeeble and choosing Leviathan as your summon).

Each summon has two types of normal field attacks and one signature finishing move. Upon summoning, they deliver three normal field attacks (chosen randomly between the two attacks). After the third field attack and before leaving the battlefield, the summon performs its signature finishing attack, potentially devastating the entire enemy team. Summon attacks cannot be guarded, so a common strategy is to exploit your summon's field attacks by taking a hyper-aggressive approach as your foes scatter to avoid the summon's powerful attacks. Additionally, summon attacks do not cause a Bravery break, giving you an opportunity to reap the Break Bonus on vulnerable targets. Note that each team can only summon once per match and while a summon is active on the battlefield, game time is halted.

Ifrit

Strong of both limb and will, swathed in flames and possessed of keen fangs, this beast rampages about, invigorating its masters while enhancing Bravery Attacks.

PRE-SUMMONING EFFECT: WARCRY

Reduces foes' guard stamina more quickly.

POST-SUMMONING EFFECT: METEOR STRIKE

Reduces foes' guard stamina more quickly and raises Bravery Attack power.

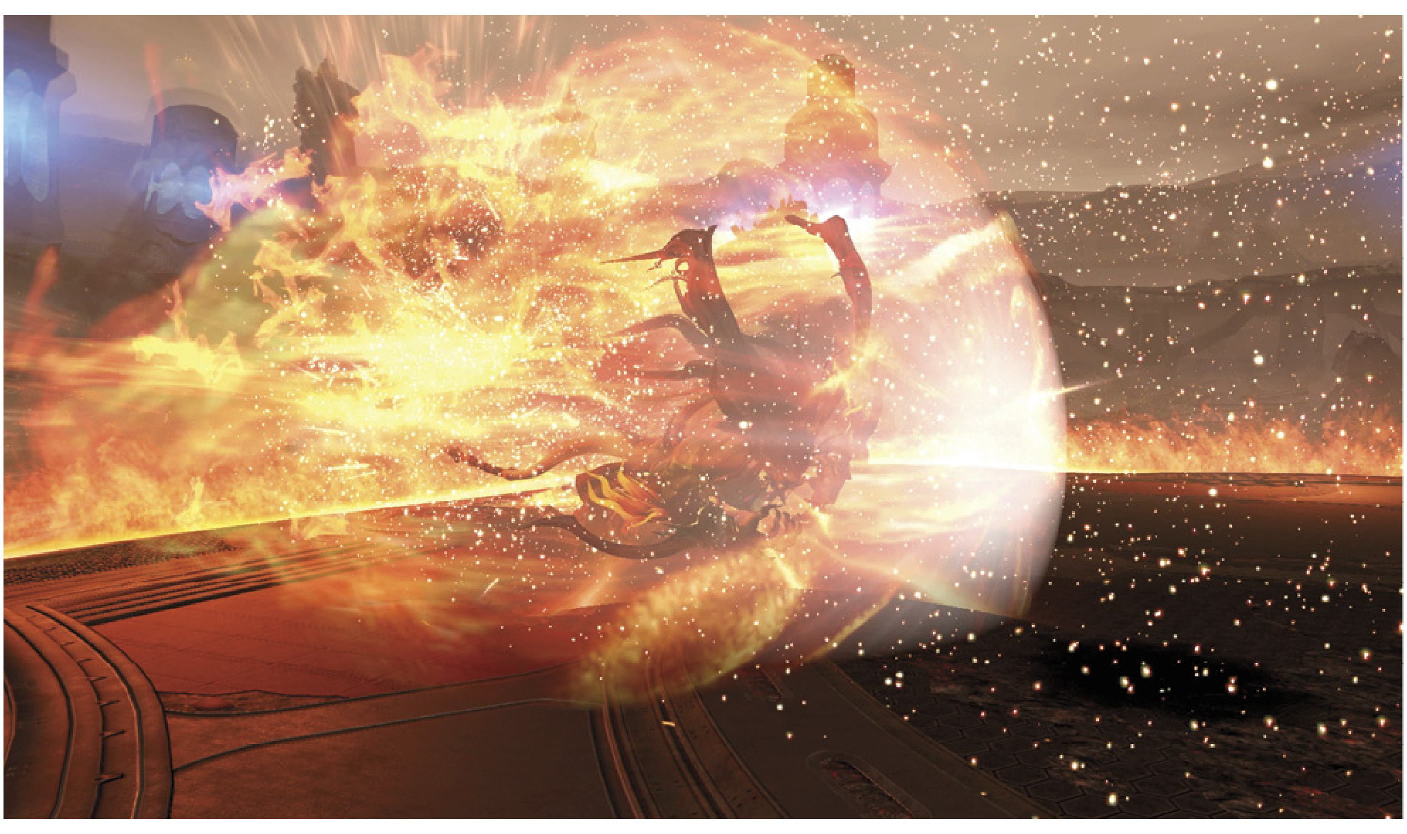
SUMMARY

While Ifrit's pre-summoning effect bonus isn't particularly exciting, it limits the amount of guarding your enemies can do, as your attacks deal twice as much guard damage, making it much easier to guard-break opponents. Ifrit's post-summoning effect is much more impactful, increasing your team's Bravery damage by roughly 25%.

Ifrit's main strengths are his field attacks. The speed and range of his attacks can help your team decimate your foes as they're left scrambling in the infernal chaos. His dashing attack covers a massive horizontal range, forcing enemies to dash out of the way. On hit, it pops enemies into the air, allowing for a potential follow-up combo from you and your allies. His dive-bomb attack can catch opponents by surprise as he descends from the sky, dealing damage in a large area around him.

FIELD ATTACKS

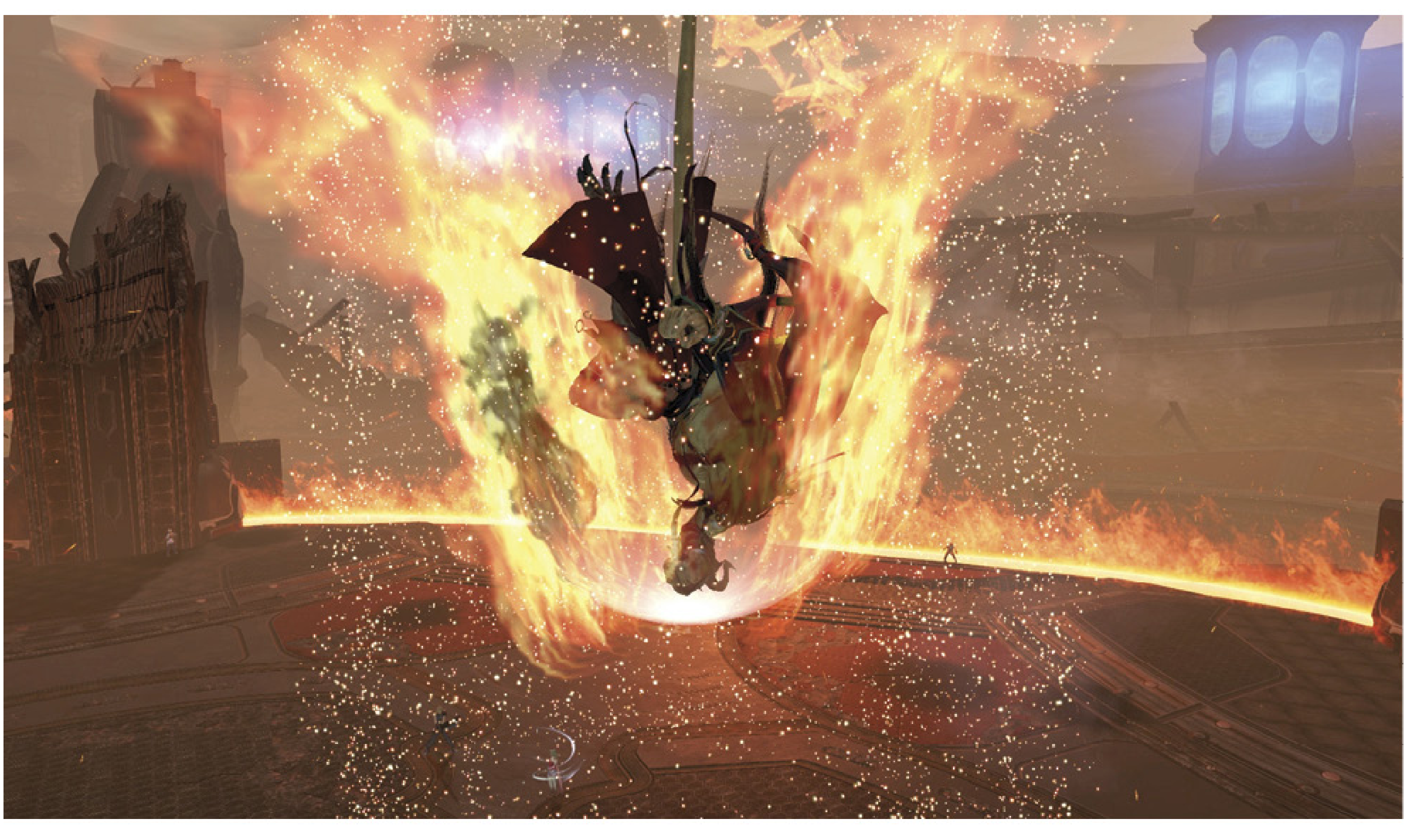
BACK DRAFT



Ifrit telegraphs this attack with a linear embers effect, aimed at an enemy. Foes in his path as he charges through the battlefield are launched into the air.

BRAVERY DAMAGE	ATTACK TYPE AND TRAJECTORY	DESCRIPTION
1040	Linear across battlefield	Ifrit selects an enemy at random and swiftly dashes across the battlefield, incinerating anyone in his path.

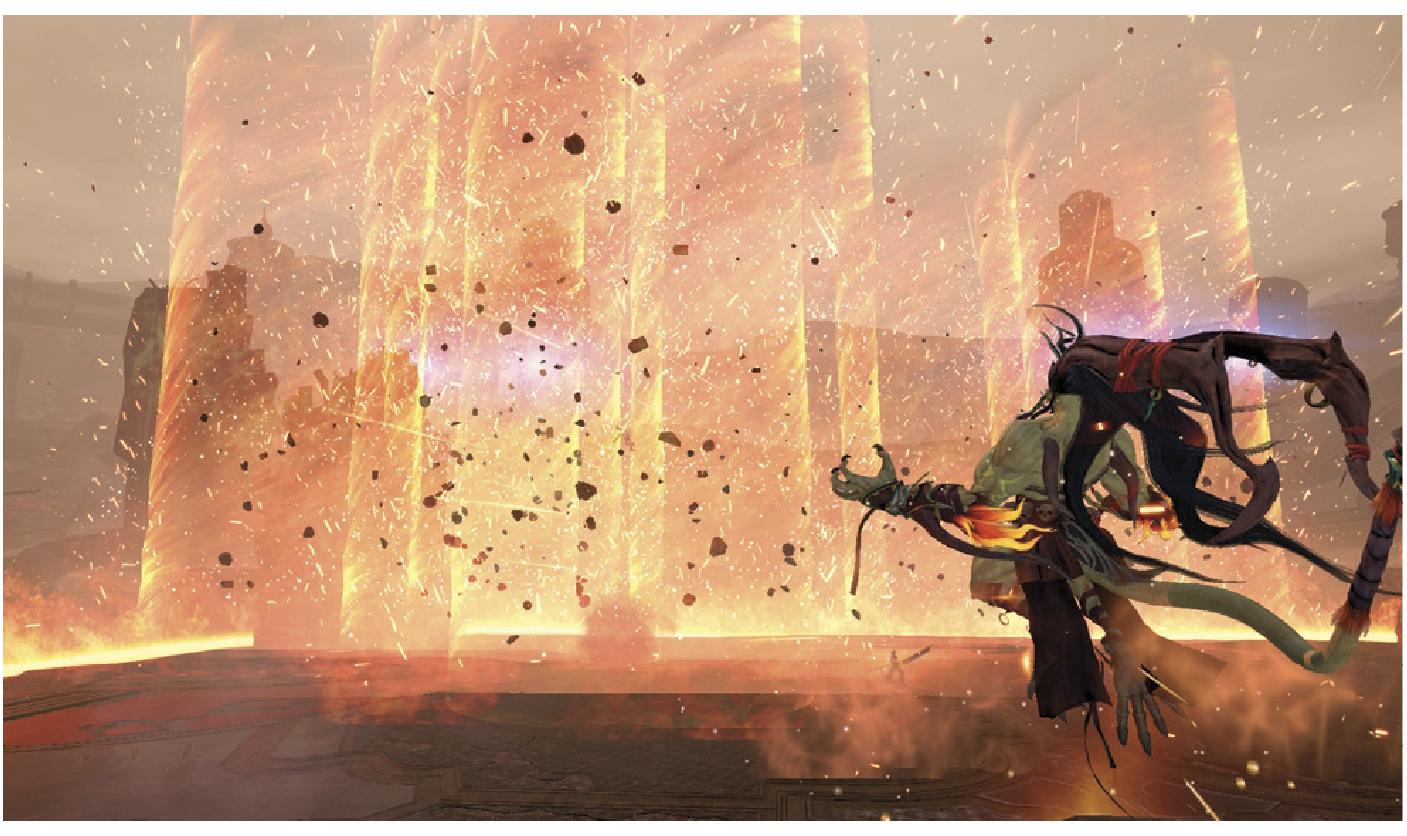
INFERNO



Ifrit telegraphs this attack on a random foe with a column of embers. He quickly descends and deals Bravery damage over a large area.

BRAVERY DAMAGE	ATTACK TYPE AND TRAJECTORY	DESCRIPTION
160, 960	Column, direct dive attack	Ifrit appears above an enemy and performs a dive-bomb attack, crushing his victim with a ground-pound.

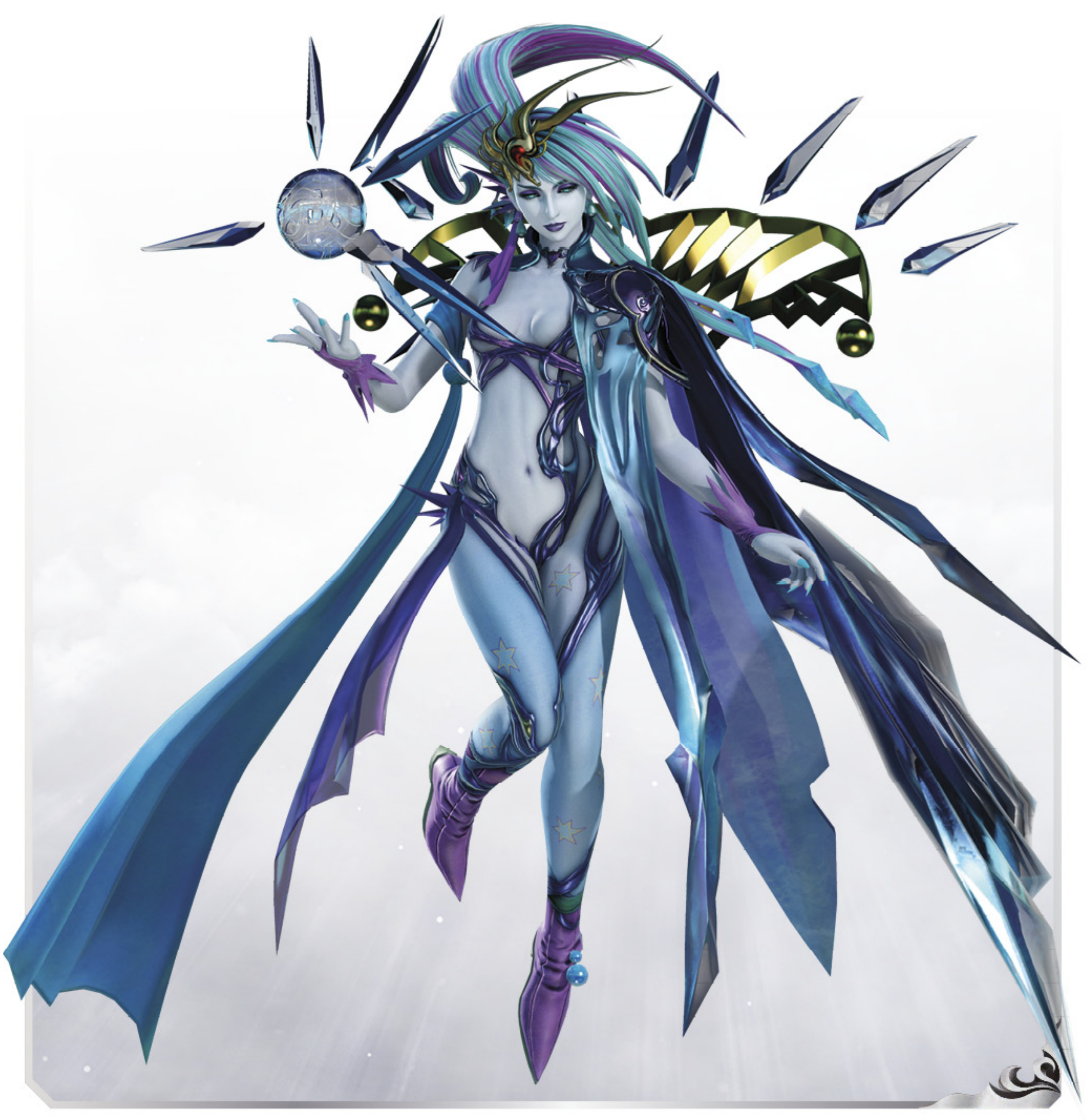
SIGNATURE ATTACK: HELLFIRE



Ifrit spawns three pools of lava beneath each enemy and begins charging up his special Hellfire attack. Upon release, the lava pools erupt and deal damage to foes in range of the lava eruptions.

BRAVERY DAMAGE	ATTACK TYPE AND TRAJECTORY	DESCRIPTION
1920	Direct eruption beneath all targets	Ifrit spawns several lava pits beneath all foes that erupt and deal massive damage.

Shiva



This bewitching ice queen dances lithely about, freezing everyone in her path. Her gelid breath influences the Bravery of her overlords.

PRE-SUMMONING EFFECT: OVERFLOW

Restores default Bravery value more quickly.

POST-SUMMONING EFFECT: ALGID AURA

Increases default Bravery value and recovery speed.

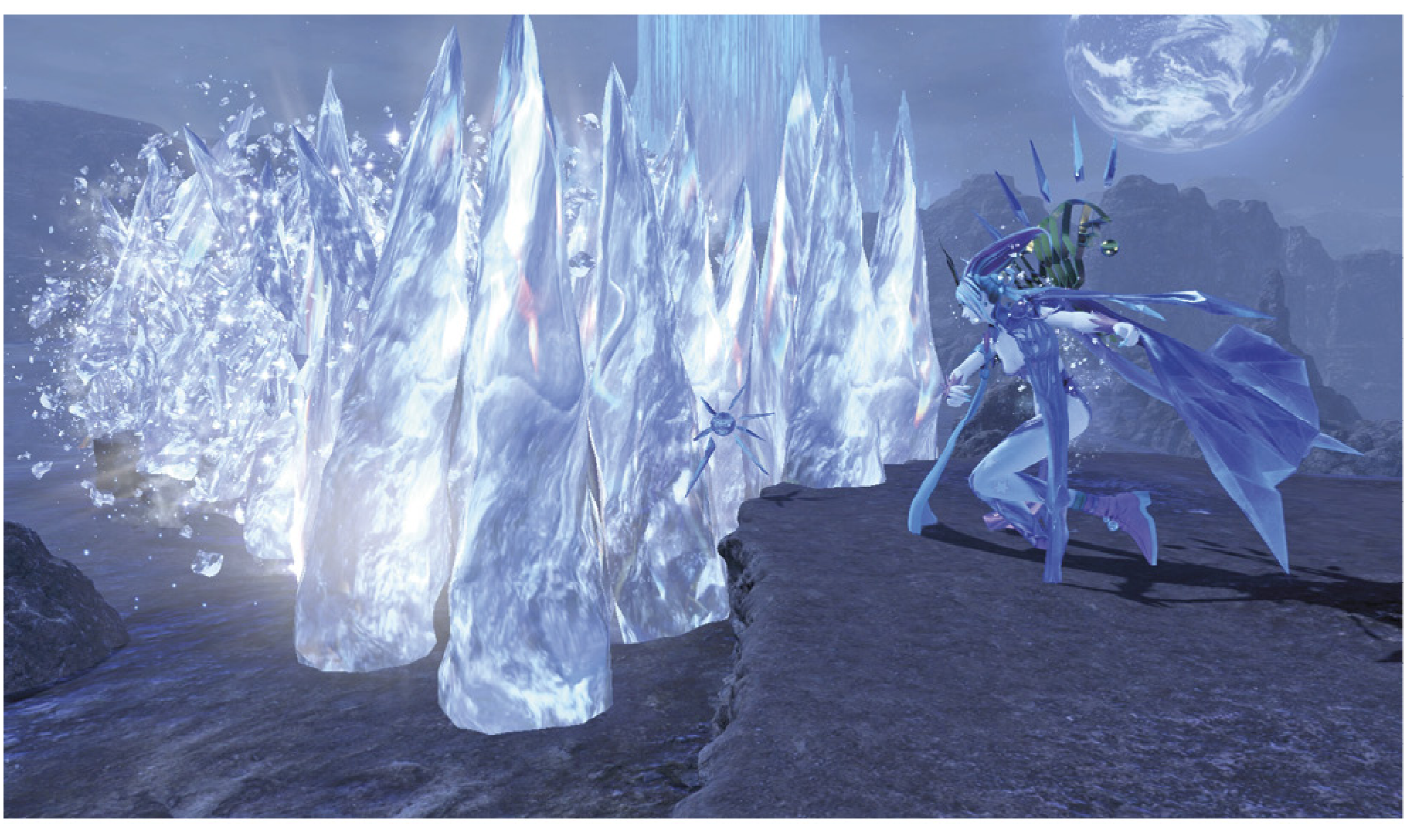
SUMMARY

Shiva offers incredibly powerful pre-summoning and post-summoning buff effects, particularly for an HP Attack-heavy playstyle. The regeneration rate at which your Bravery resets to 1000 after successfully scoring an HP Attack is multiplied by roughly a factor of six, making it much more difficult for opponents to hit you with a break effect after you land an HP Attack. After summoning Shiva, your new default Bravery value is increased to 1300, resulting in stronger HP Attacks across the board. As HP Attacks are central to many characters' combat efficiency, Shiva is generally a safe summon pick.

Shiva's field attacks are relatively easy to avoid, but your team can capitalize on the various freeze effects left behind by each field attack. Enemies are forced to either scatter from her telegraphed attack areas or become frozen by the ice traps formed after each field attack. Diamond Dust also forces movement, as the ice rings she conjures around each target have a tracking property. Although these attacks are evadable with proper movement, you can exploit your opponents' evasive actions with well-timed attacks.

FIELD ATTACKS

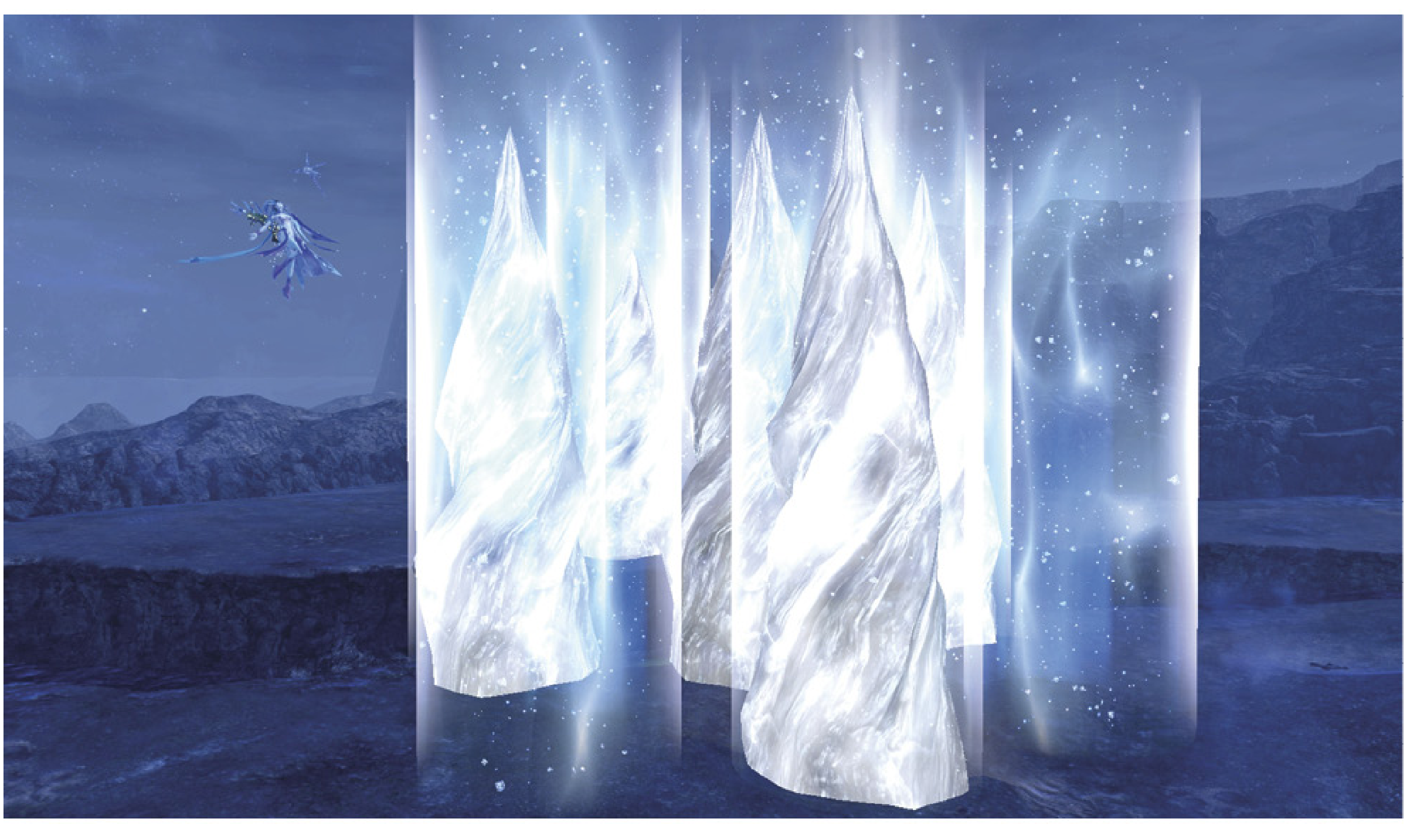
CHILLING PROCESSION



Shiva swoops across the battlefield, leaving a trail of ice that telegraphs the effect of her incoming attack. She causes a shockwave of erupting ice across the arena, damaging enemies and leaving behind small blizzards that freeze enemies in place.

BRAVERY DAMAGE	ATTACK TYPE AND TRAJECTORY	DESCRIPTION
1040	Linear across battlefield	Shiva leaves a trail of snow across the battlefield before summoning a shockwave of ice pillars toward her that damages and freezes foes in its path.

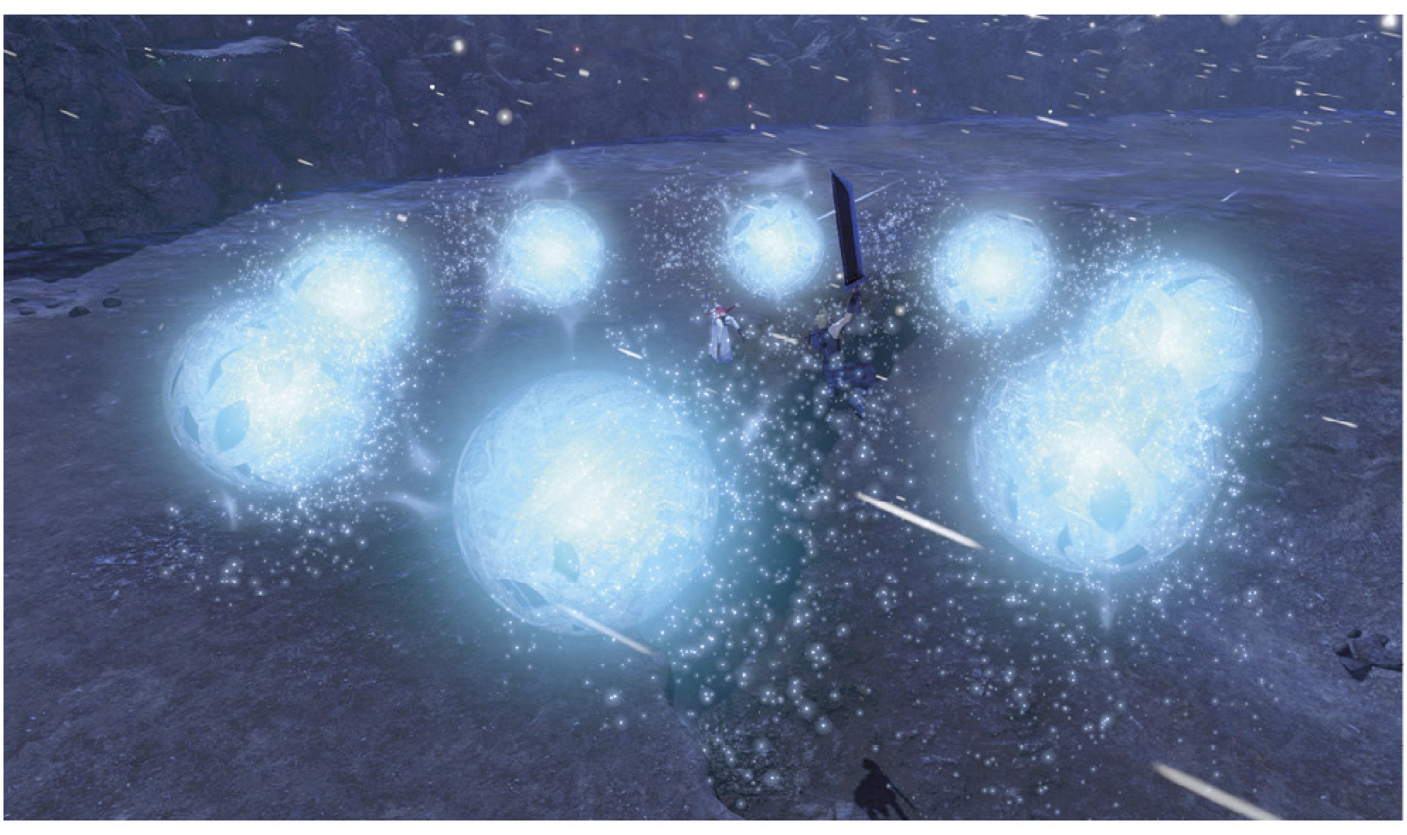
ICE SHEET



Shiva generates several columns of light, each telegraphing a stalagmite eruption that launches foes into the air while leaving behind circular ice traps that freeze foes.

BRAVERY DAMAGE	ATTACK TYPE AND TRAJECTORY	DESCRIPTION
1040	Several direct eruptions beneath a target	Shiva causes several stalagmite eruptions, impaling and launching foes into the air, freezing them in place for a short time.

SIGNATURE ATTACK: DIAMOND DUST



Each enemy is encircled by a stalking ring of ice, representing the attack's area of effect. The ring follows its target, and as Shiva unleashes her attack, the rings briefly stop before erupting into a massive ice formation, devastating enemies who fail to escape.

BRAVERY DAMAGE	ATTACK TYPE AND TRAJECTORY	DESCRIPTION
160, 1760	Tracking ring around each enemy	Shiva places a ring of ice orbs around each target. Each ring of ice briefly follows its target before exploding.

Ramuh

Ramuh has an uncanny intellect, a pointed glare, and a shroud of lightning. His gift governs the use of ally-buffing EX Skills.

PRE-SUMMONING EFFECT: HIGH VOLTAGE

Increases buff skill gauge gain.

POST-SUMMONING EFFECT: CATALYZING SPARK

Increases buff skill gauge gain and effect durations.

SUMMARY

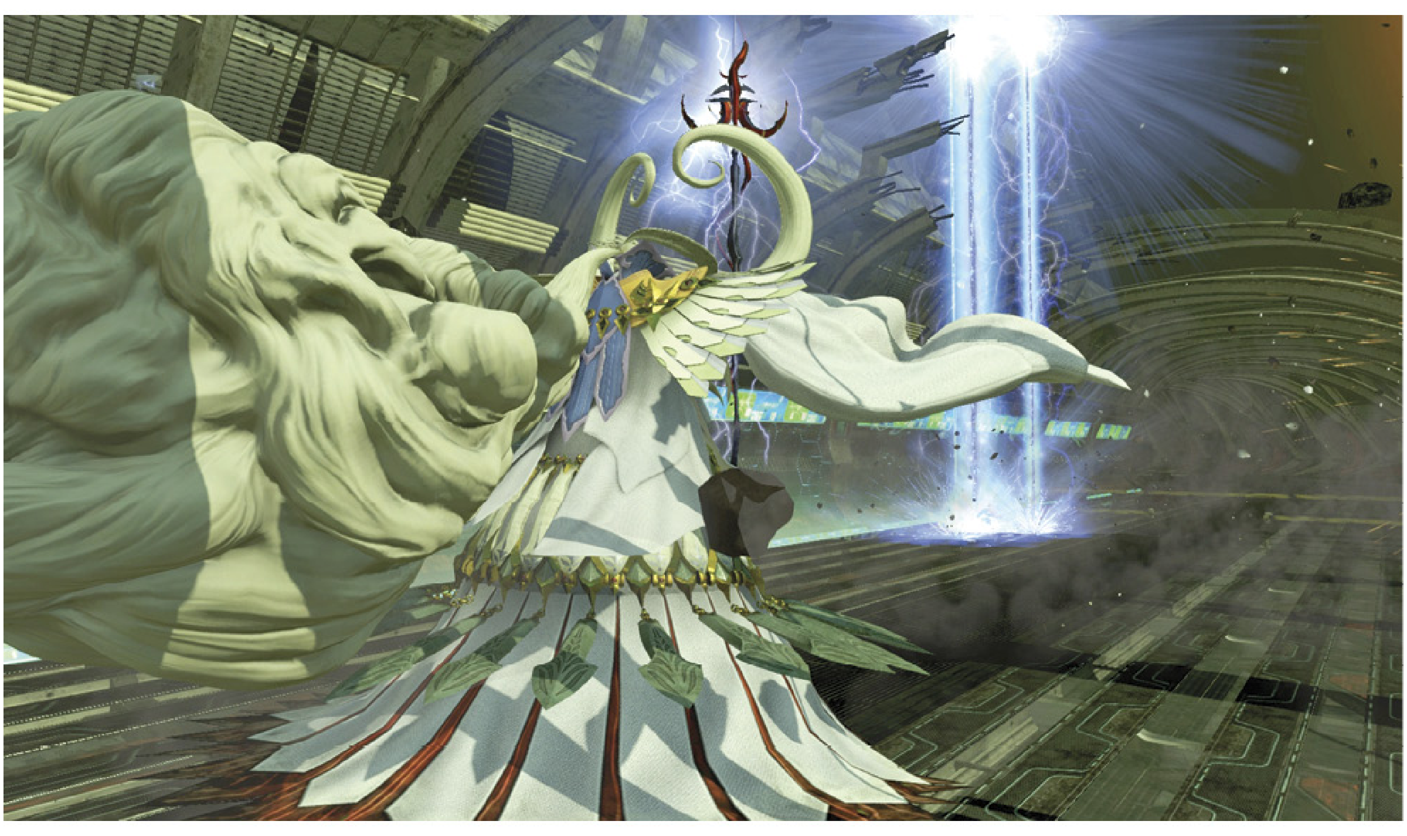
Ramuh's party-wide effects focus around common buffing EX Skills such as HP Regen, Mighty Strikes, Mighty Guard, and Bravery Regen. His pre-summoning effect increases the amount of EX Skill gauge gained from landing attacks, while his post-summoning effect increases their buff duration by 15% (e.g., Mighty Strikes lasts for 17 seconds, up from 15). Ramuh is an excellent summon choice if your team selects buff-type skills, especially ones like HP Regen and Mighty Strikes.

Ramuh's field attacks are direct-type column attacks with distinct electrical telegraphs that force enemy movement. While both attacks are virtually identical, one iteration of the attack targets all three opponents (with three lightning rings each), while the second iteration targets a single opponent (with eight lightning rings). The lightning strikes come out relatively fast, launching enemies into the air on hit.

Before he leaves the arena, Ramuh performs his signature Judgment Bolt attack, creating four lightning beams around each target that converge into a huge electrical burst. Like his normal field attacks, Judgment Bolt isolates enemies, forcing them to maneuver away from the pillars and the resulting blast.

FIELD ATTACKS

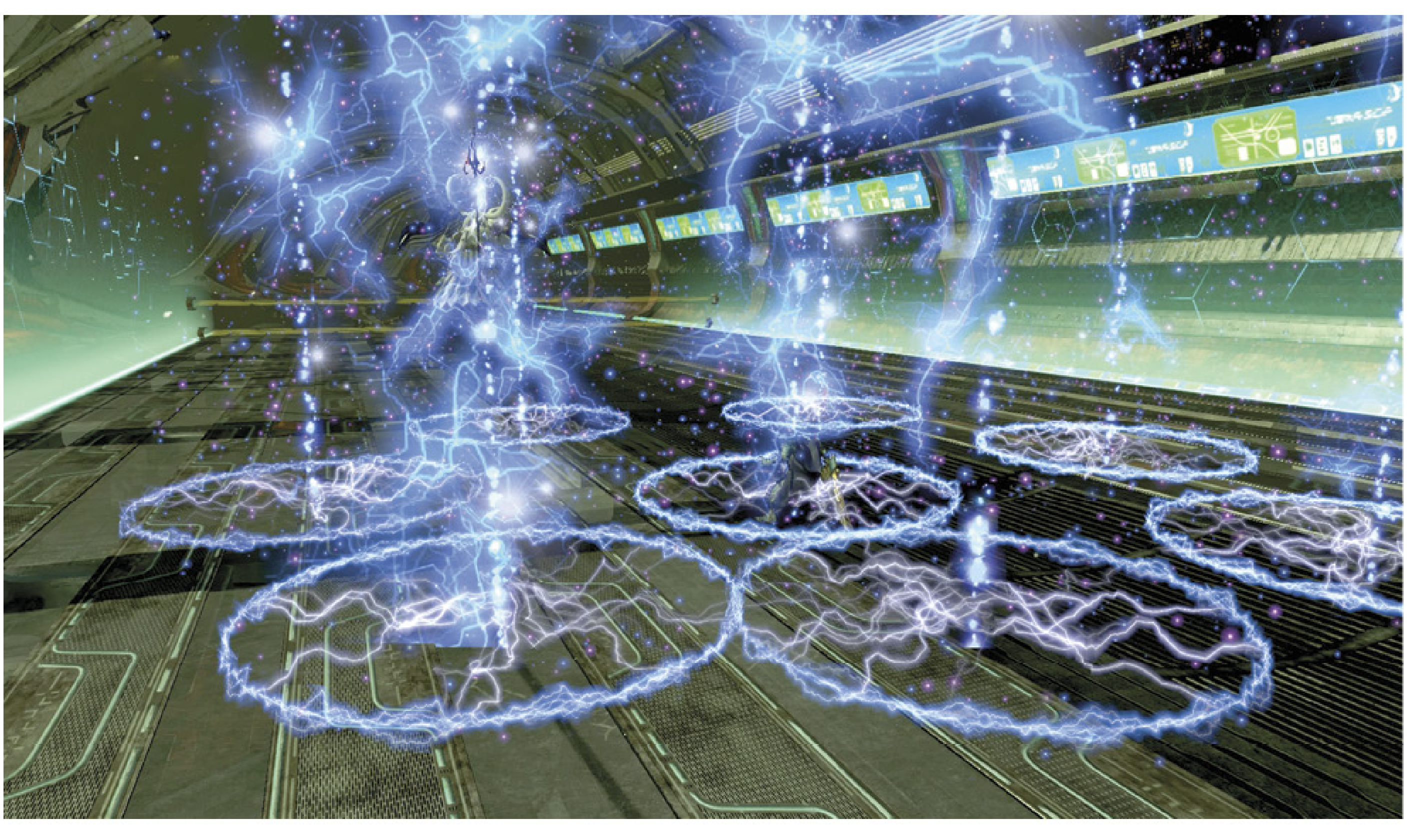
THUNDERCLAP



Ramuh calls down three lightning rings around each enemy, telegraphing his incoming lightning strike. After a brief period, thunder bolts rain down from the sky, damaging foes who fail to escape the rings.

BRAVERY DAMAGE	ATTACK TYPE AND TRAJECTORY	DESCRIPTION
1040	Three columns around each target	Ramuh conjures a formation of three electrical fields around each target, jolting each with a lightning bolt.

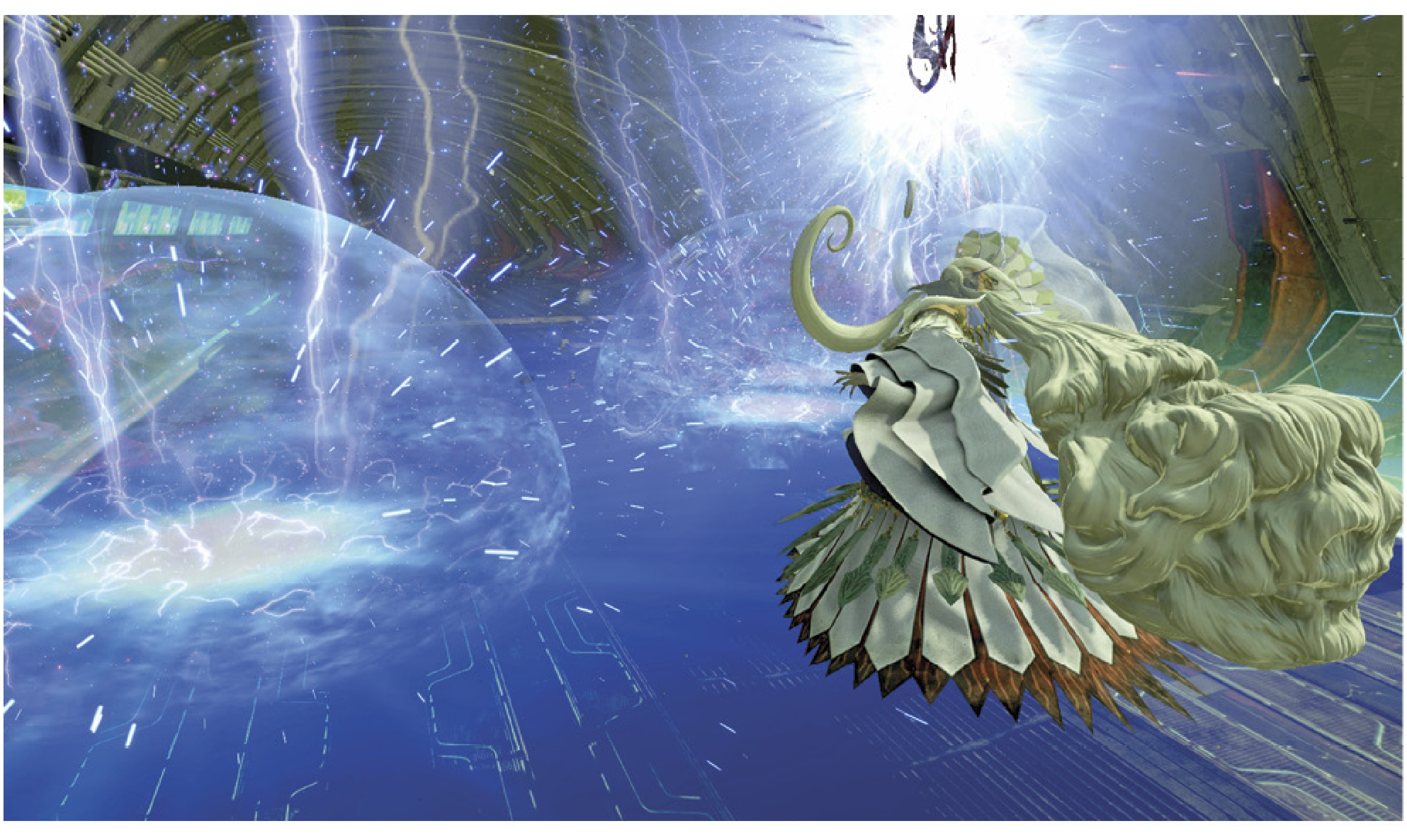
THUNDERSTORM



Ramuh singles out one target and surrounds them with eight electrified rings, striking them all with lightning and shocking foes in the vicinity.

BRAVERY DAMAGE	ATTACK TYPE AND TRAJECTORY	DESCRIPTION
1040	Eight columns around a single target	Eight lightning rings surround a single foe. Lightning bolts rain down from the sky after a short time.

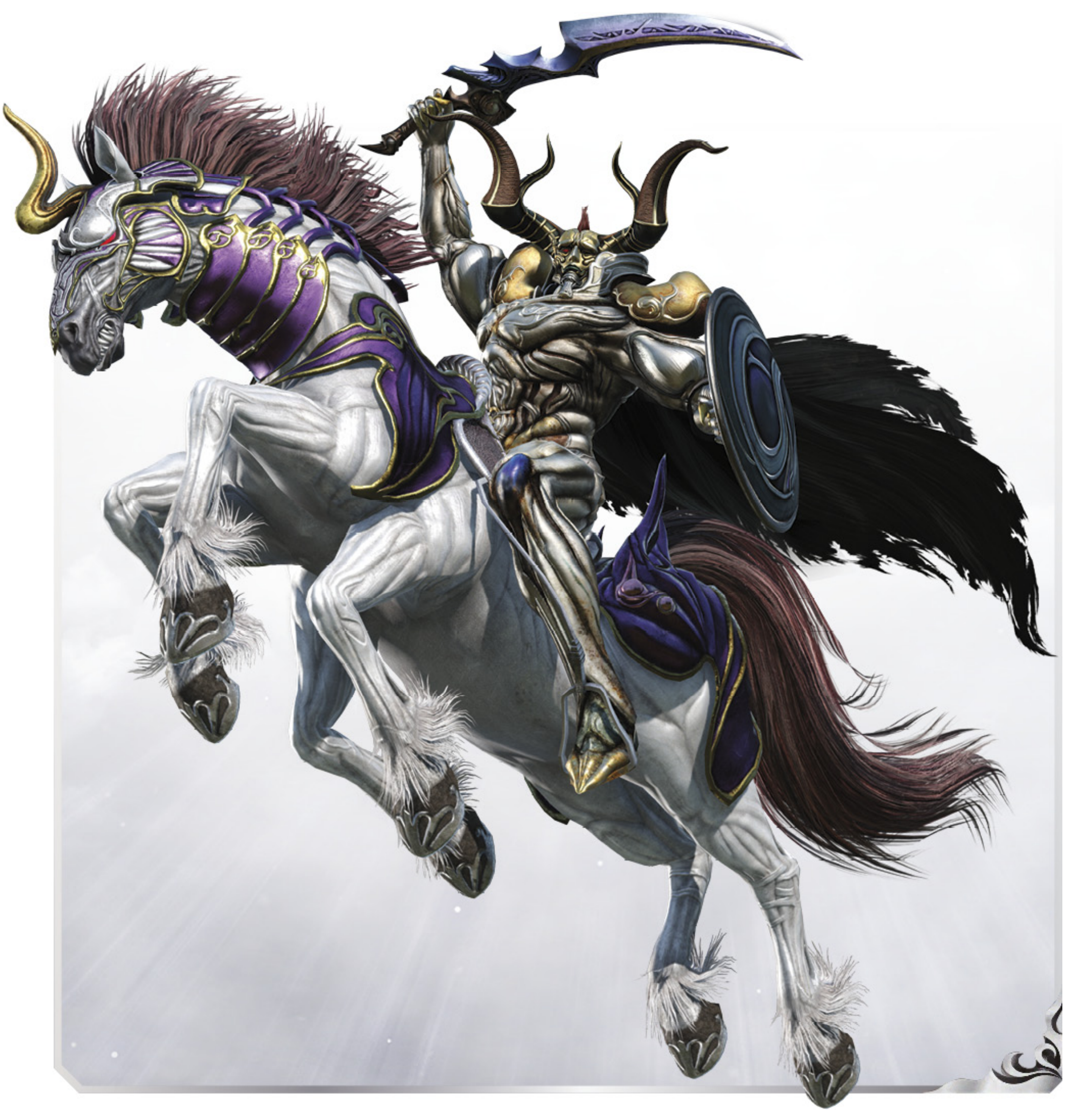
SIGNATURE ATTACK: JUDGMENT BOLT



Ramuh surrounds each foe with a set of four pillars of lightning that converge into a central point. When the lightning beams meet in a focal point, a massive blast of energy erupts, dealing damage over a large area.

BRAVERY DAMAGE	ATTACK TYPE AND TRAJECTORY	DESCRIPTION
160, 1760	Four pillars around each enemy	Four lightning beams around each foe converge to deliver a an explosive bolt of electricity upon each target.

Odin



Though prideful, this knight has the skill to back up his claims and cleave his detractors. Odin's blessing imparts speed equal to his sword swings.

PRE-SUMMONING EFFECT: GREASED LIGHTNING

Increases dash gauge recovery.

POST-SUMMONING EFFECT: BLADEGLINT

Increases dash gauge recovery and movement speed.

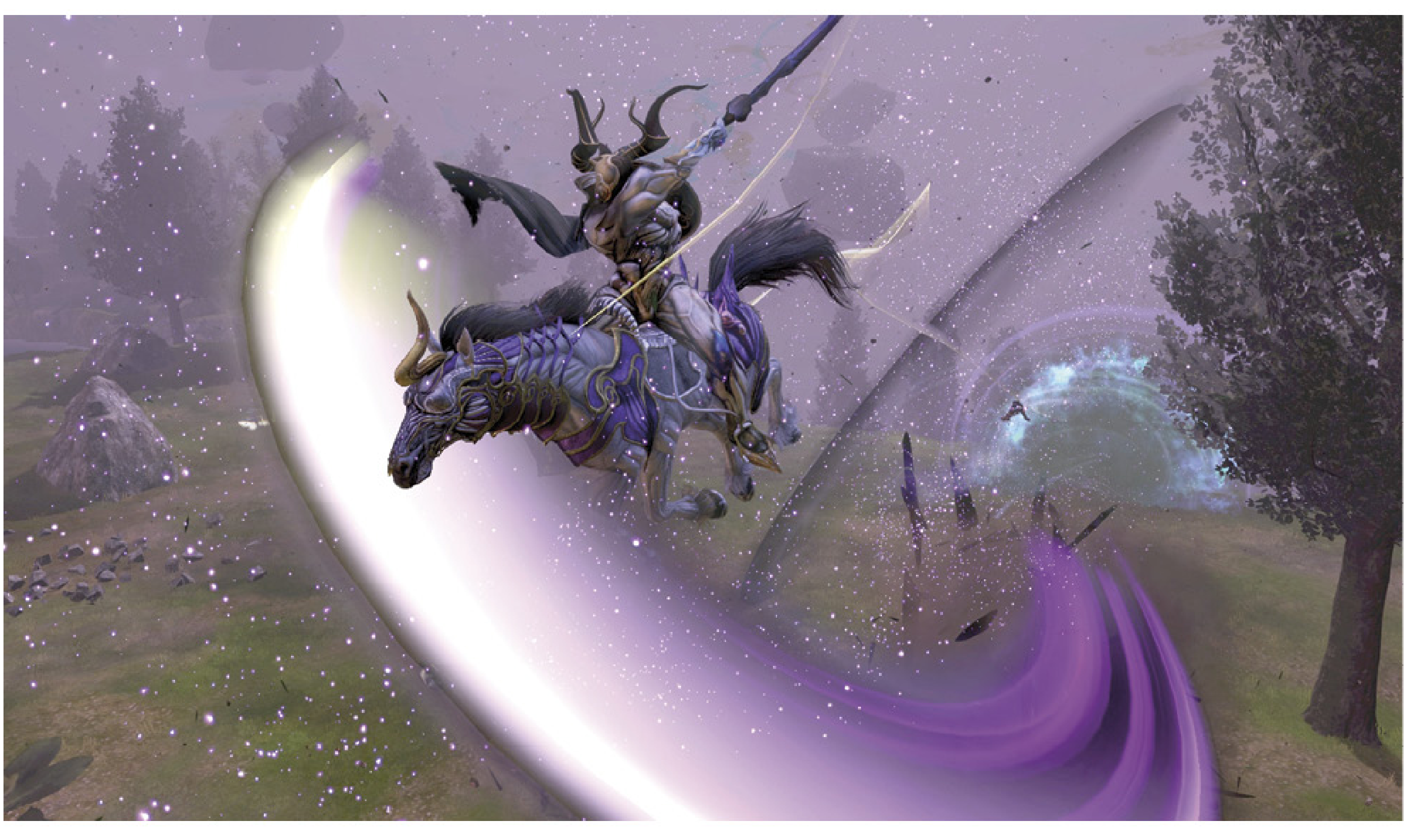
SUMMARY

Odin affects dash gauge and movement speed. His pre-summoning effect increases dash gauge by 10%, while his post-summoning effect increases movement speed by 2%. While these effects aren't as noticeably impactful as Shiva's effects, they afford a constant mobility advantage throughout the match, since dashing is a crucial tool for all characters.

Odin's charging field attack is relatively fast and can be difficult to avoid, even though it has an obvious telegraph. As with Ifrit's charging attack, Odin decimates foes in a direct line across the battlefield. His secondary field attack is a rainstorm of projectiles, telegraphed by orbs of light on the ground after he throws Gungnir into the sky. Its large area of effect around a single enemy can have an isolating effect on the target, allowing you to follow up with aggression. Before he leaves the battlefield, Odin uses his renowned Zantetsuken attack. He teleports directly to a random enemy, then begins channeling the attack while a large purple field effect surrounds him. All foes within this field take Bravery damage after several seconds of channeling. You can use Zantetsuken's channeling time to be aggressive, singling out enemies who are forced to run from the danger zone.

FIELD ATTACKS

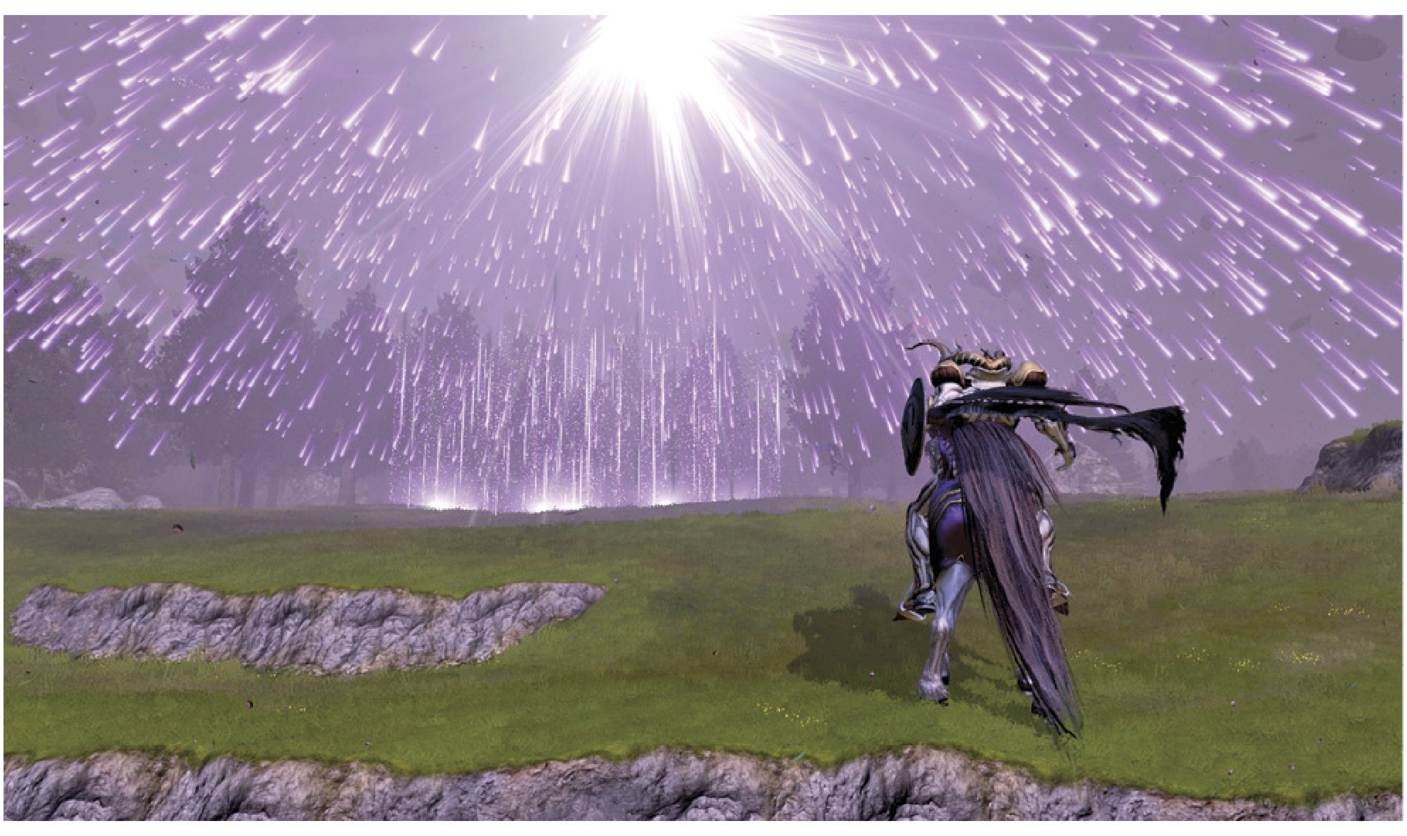
CAVALRY CHARGE



Odin telegraphs his attack with a linear aura effect across the battlefield, directed at one of the opponents. His steed sprints across the arena while he slashes at foes in the way.

BRAVERY DAMAGE	ATTACK TYPE AND TRAJECTORY	DESCRIPTION
1040	Linear across battlefield	Odin charges through the battlefield, slashing at enemies in his path.

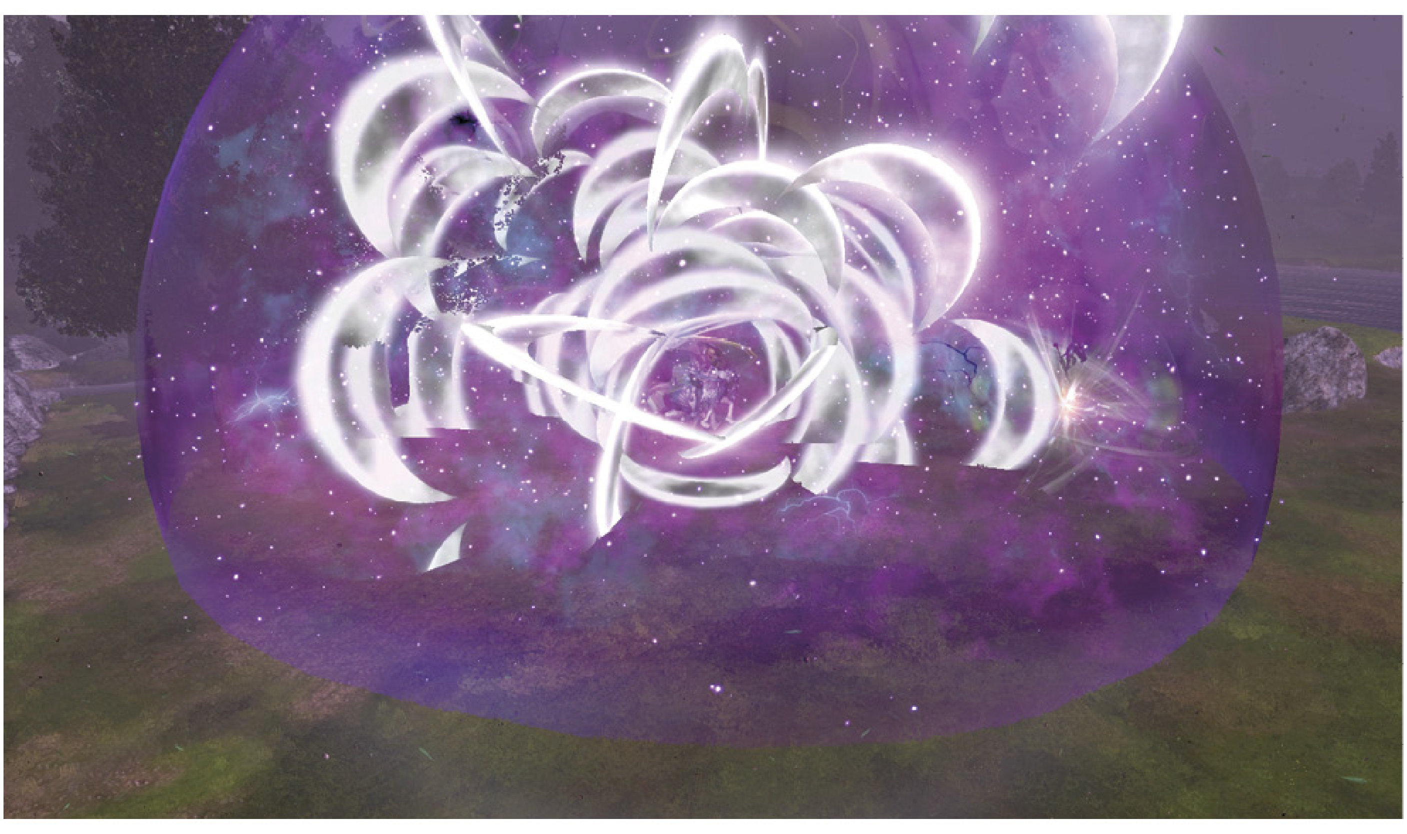
GUNGNIR



Odin throws Gungnir into the sky, causing several orbs of light to appear around a target. These orbs telegraph an incoming flurry of spears that descend and destroy foes in the vicinity.

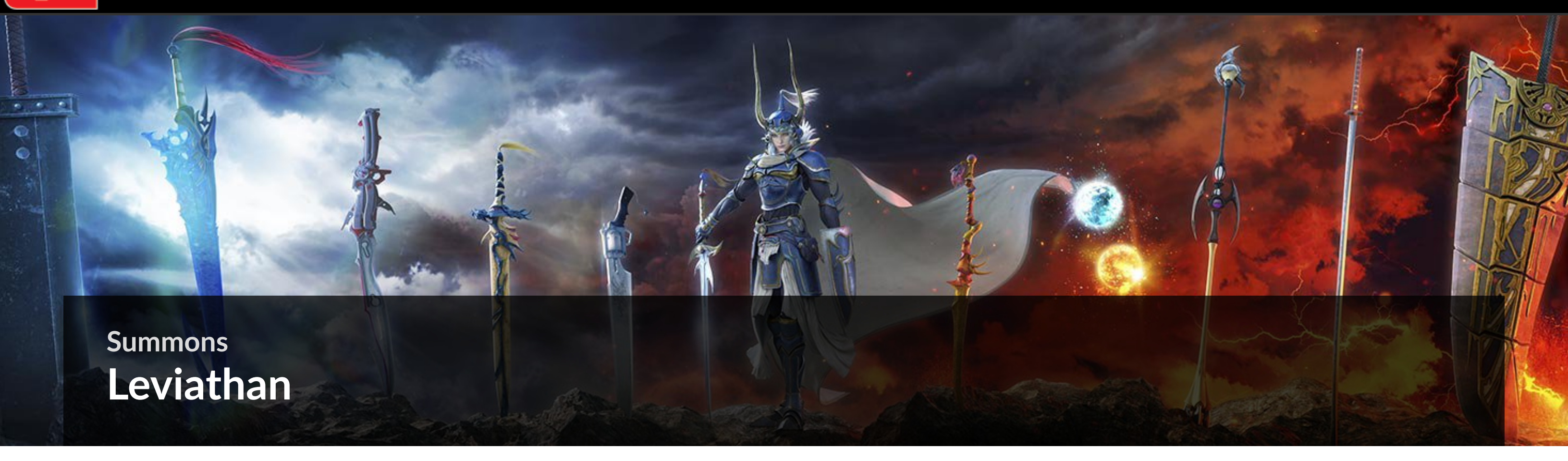
BRAVERY DAMAGE	ATTACK TYPE AND TRAJECTORY	DESCRIPTION
1040	Direct projectiles around a target	Odin throws his spear into the sky and causes a rainstorm of piercing projectiles around a single target.

SIGNATURE ATTACK: ZANTETSUKEN



Odin teleports to an enemy's location and begins channeling his signature attack, telegraphed with a massive surrounding dome-like field with a draw-in effect. After three seconds, all foes within this field take heavy Bravery damage.

BRAVERY DAMAGE	ATTACK TYPE AND TRAJECTORY	DESCRIPTION
1920	Large dome centered around Odin	Odin warps to a random foe, then readies his signature Zantetsuken attack, devastating enemies within range after three seconds.



Leviathan

Born of the vast ocean depths, this monstrosity can douse foes with aqueous orbs. Its ill humors make for more powerful debuff EX Skills.

PRE-SUMMONING EFFECT: TIDAL ROAR

Increases debuff skill gauge gain.

POST-SUMMONING EFFECT: SHEER MISERY

Increases debuff skill gauge gain and effect durations.

SUMMARY

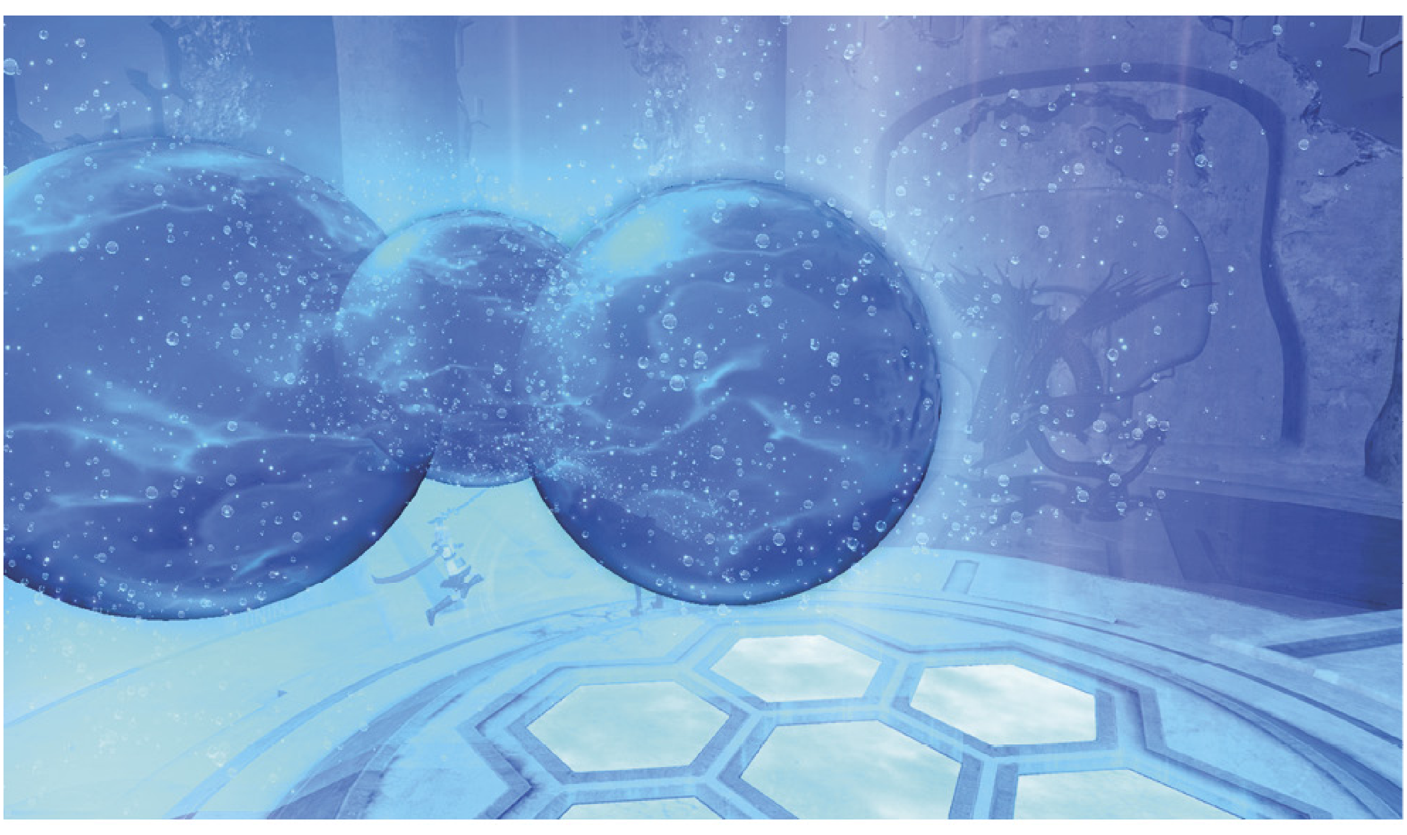
Leviathan’s pre-summoning and post-summoning effects heavily influence common EX Skills that debuff enemies. Like Ramuh’s effects, its pre-summoning effect increases the amount of gauge gained upon successful attacks—specifically, for debuff-type EX Skills (such as Poisonga, Slowga, and Enfeeble). Leviathan’s post-summoning effect increases the duration of these skills by 15%.

Buff-type EX Skills are generally preferred (since buffs are inherently easier to apply and make optimal use of), so Leviathan’s pre-summoning and post-summoning effects may not be that attractive for most teams. However, if several of your teammates are equipped with mobility-reducing skills like Enfeeble and Slowga, Leviathan may be a solid choice as a summon.

Leviathan’s primary strengths lie in its unique field attacks. Its tracking orbs litter the battlefield with slow-moving projectiles that are bound to connect with an enemy or two. Their on-screen persistence gives your team a huge advantage in most scenarios, particularly on confined maps like Stellar Fulcrum. Combined with your mobility-debilitating debuffs, Leviathan’s water spheres can decimate the entire enemy team, as long as your team is coordinated in its execution.

FIELD ATTACKS

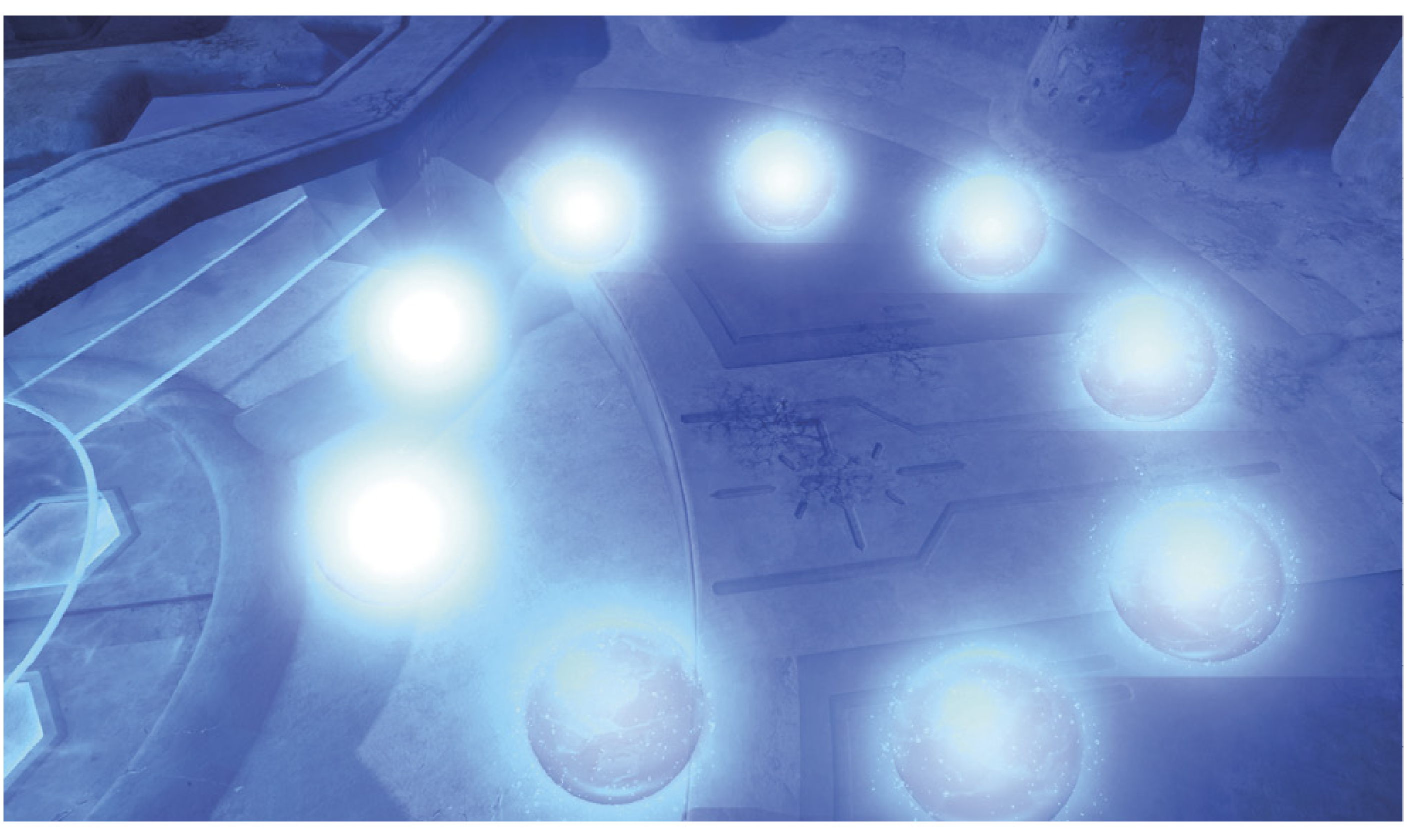
HYDROSPHERES



Leviathan creates a ring of three enormous water spheres around each enemy. The spheres slowly collapse inward, potentially striking multiple times as each sphere explodes on impact.

BRAVERY DAMAGE	ATTACK TYPE AND TRAJECTORY	DESCRIPTION
752 (each orb)	Ring of three tracking projectiles around each target	Leviathan conjures three orbs of water around each enemy. The orbs slowly converge, potentially hitting foes several times as they burst upon impact.

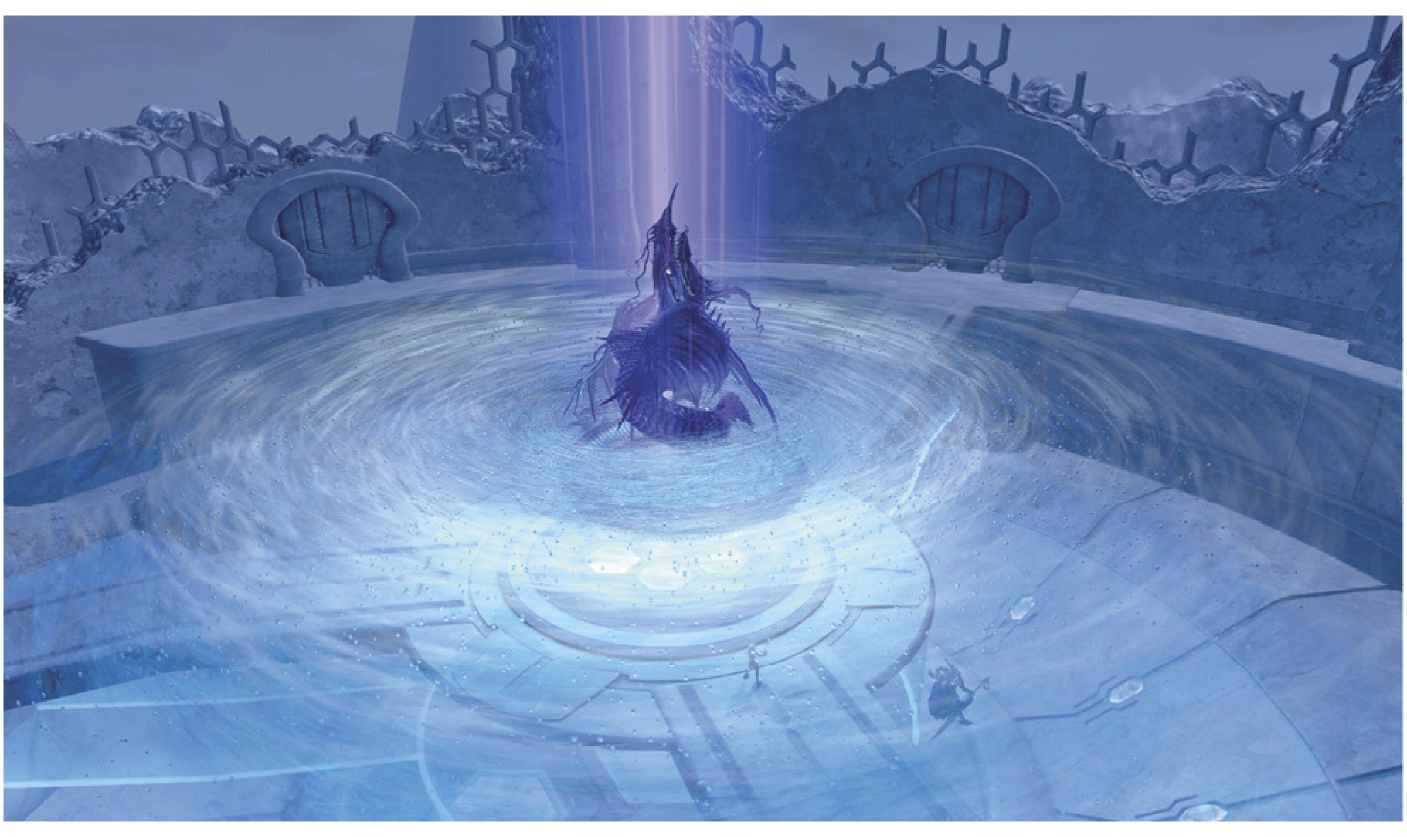
HYDROBURST



Leviathan surrounds one target with nine water spheres. The spheres slowly pursue the nearest enemy and burst upon impact.

BRAVERY DAMAGE	ATTACK TYPE AND TRAJECTORY	DESCRIPTION
752 (each orb)	Ring of nine tracking projectiles around one target	Leviathan isolates a target, encircling them with nine orbs of water that seek out enemies and explode on contact.

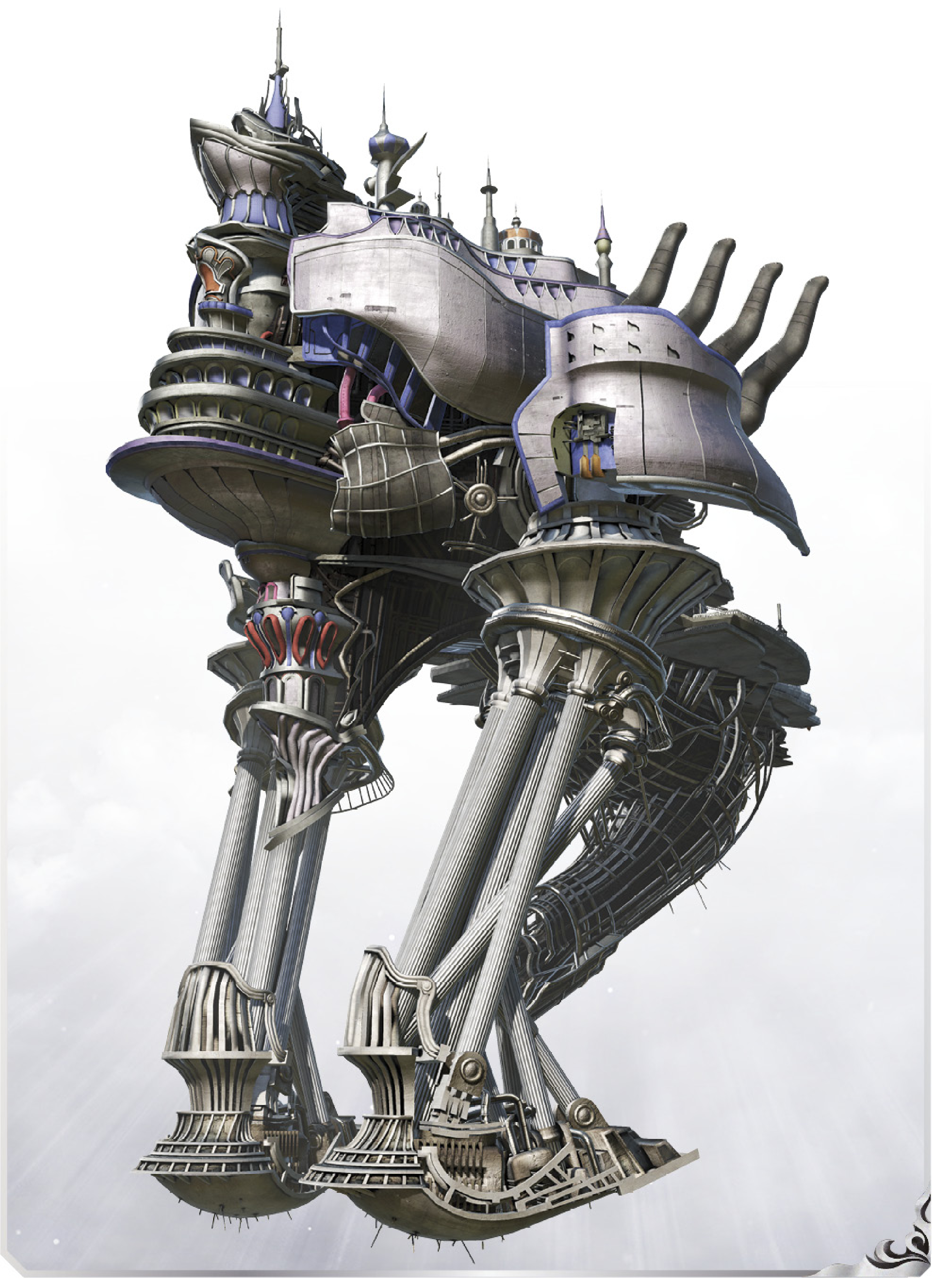
SIGNATURE ATTACK: TSUNAMI



Leviathan breaches up beneath an enemy and begins channeling its ultimate attack with a fierce whirlpool. The whirlpool forcefully draws in enemies, and after roughly four seconds, Leviathan causes a destructive eruption of water over a large radial area around it.

BRAVERY DAMAGE	ATTACK TYPE AND TRAJECTORY	DESCRIPTION
1920	Whirlpool centered around Leviathan	Leviathan forms a gigantic whirlpool around a single foe, pulling in all nearby enemies before unleashing a massive water attack.

Alexander



He is a walking fortress of light that purifies a wide swath of land almost instantly. His sacred powers, however, also shore up your defenses.

PRE-SUMMONING EFFECT: PROVIDENCE

Increases max HP.

POST-SUMMONING EFFECT: DIVINE BULWARK

Increases max HP and defense.

SUMMARY

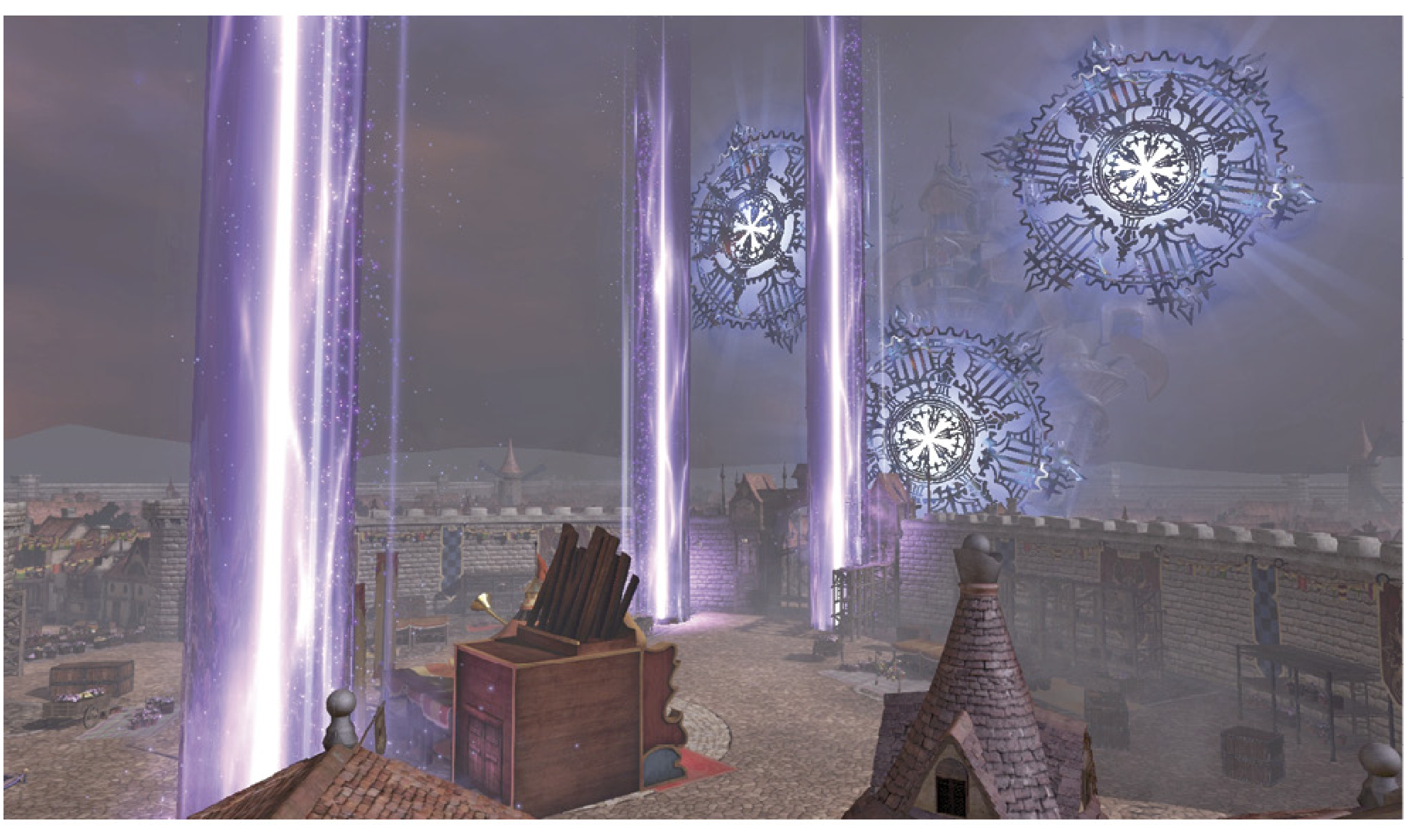
Alexander is a defensive-based summon. His pre-summoning effect increases each team member's HP by 100, while his post-summoning effect reduces all Bravery damage taken by 30%. While Ramuh's party-effects may may impact survivability (via improved recast time on HP Regen), Alexander's effects provide resilience through a direct increase in HP and defense.

Alexander's field attacks are highly telegraphed, with gigantic light beams emanating from the sky and glyphs lighting up the area. However, they provide a strong verticality effect. Radiant Sacrament forces enemies into sidestepping and dashing away from its tracking effect, giving your team an opportunity to capitalize on your opponents' scattered movement.

Divine Judgment is incredibly difficult for the enemy to avoid in certain scenarios. For instance, if the three enemy team members are split up perpendicular to Alexander's position, Divine Judgment will cover a remarkably vast area as the shockwave blasts are littered everywhere on the battlefield.

FIELD ATTACKS

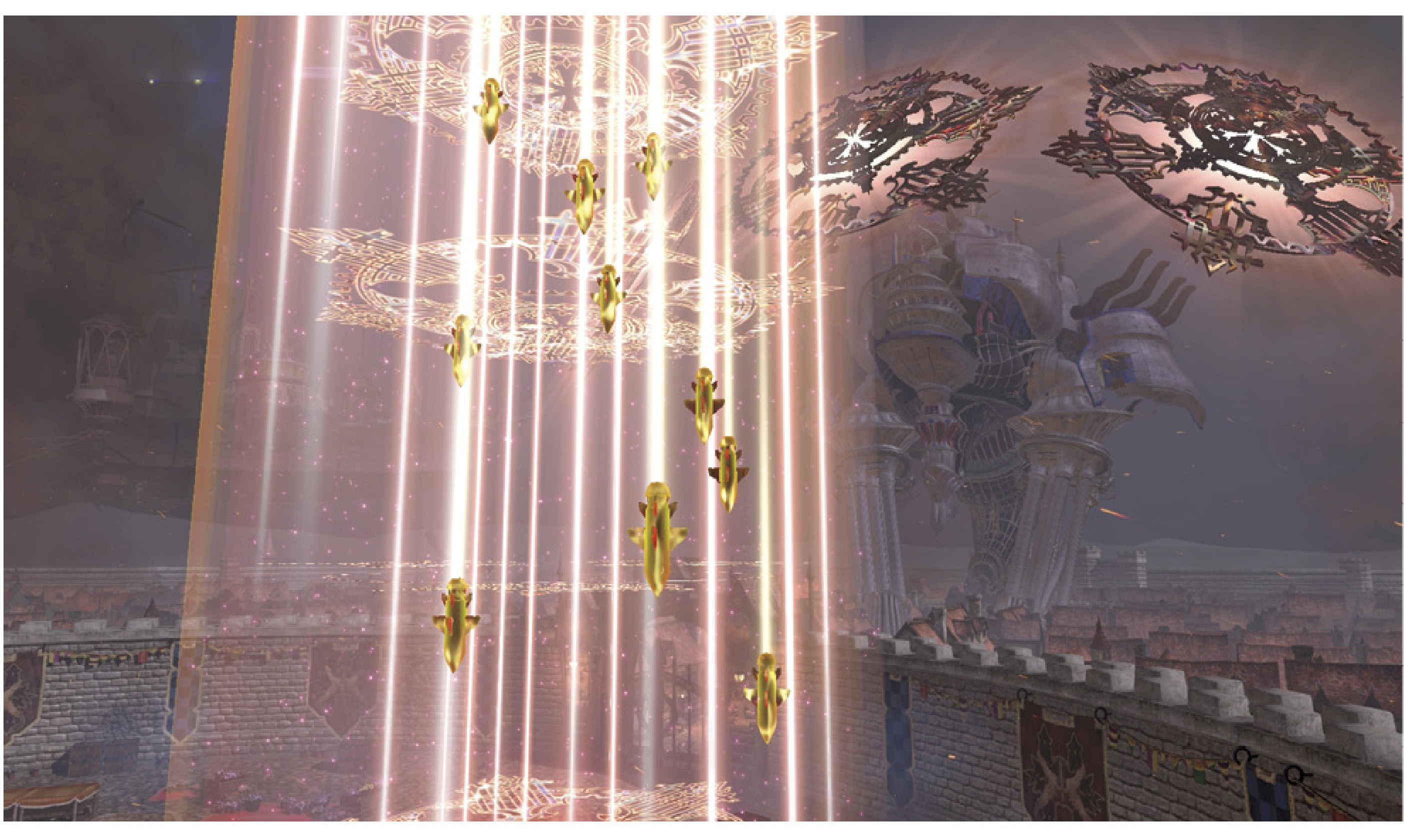
RADIANT SACRAMENT



Alexander casts a column of light on each enemy target. The holy pillars pursue their targets for four seconds, inflicting damage on foes caught by them.

BRAVERY DAMAGE	ATTACK TYPE AND TRAJECTORY	DESCRIPTION
1040	Tracking columns on each target	Alexander attacks the enemy team with several tracking beams.

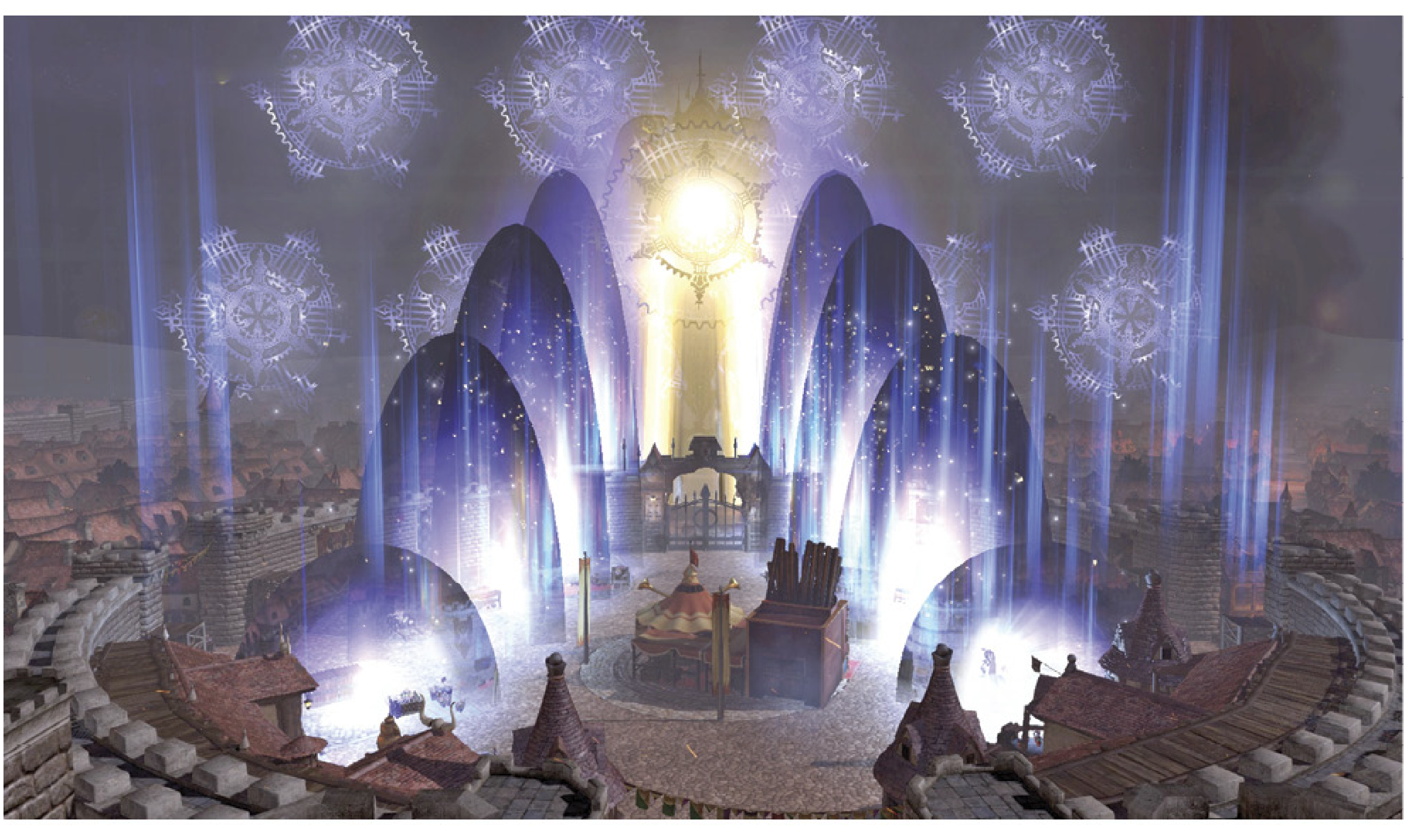
RETRIBUTIVE BLAST



Alexander chooses a random foe and projects a column of radiant glyphs on them, telegraphing a barrage of incoming missile attacks over a large zone.

BRAVERY DAMAGE	ATTACK TYPE AND TRAJECTORY	DESCRIPTION
1040	Large area of effect on single target	Alexander launches countless missiles at an enemy, wreaking havoc over a large area.

SIGNATURE ATTACK: DIVINE JUDGMENT



Alexander deploys long rows of glyphs, each row targeting an enemy. After a few seconds, he launches successive holy attacks in a linear shockwave pattern across the arena, decimating enemies in their paths.

BRAVERY DAMAGE	ATTACK TYPE AND TRAJECTORY	DESCRIPTION
1920	Linear glyphs across the field, directed at each enemy	Alexander targets all foes and fires successive holy blasts across the battlefield.

Bahamut

This prodigious dragon's shrewd mind is almost as impressive as the searing fire he breathes. That, and how his presence enhances allies' unique EX Skills.

PRE-SUMMONING EFFECT: FRENZIED BELLOW

Increases unique EX Skill gauge gain.

POST-SUMMONING EFFECT: DRAKENSCOURGE

Increases unique EX Skill gauge gain and effect durations.

SUMMARY

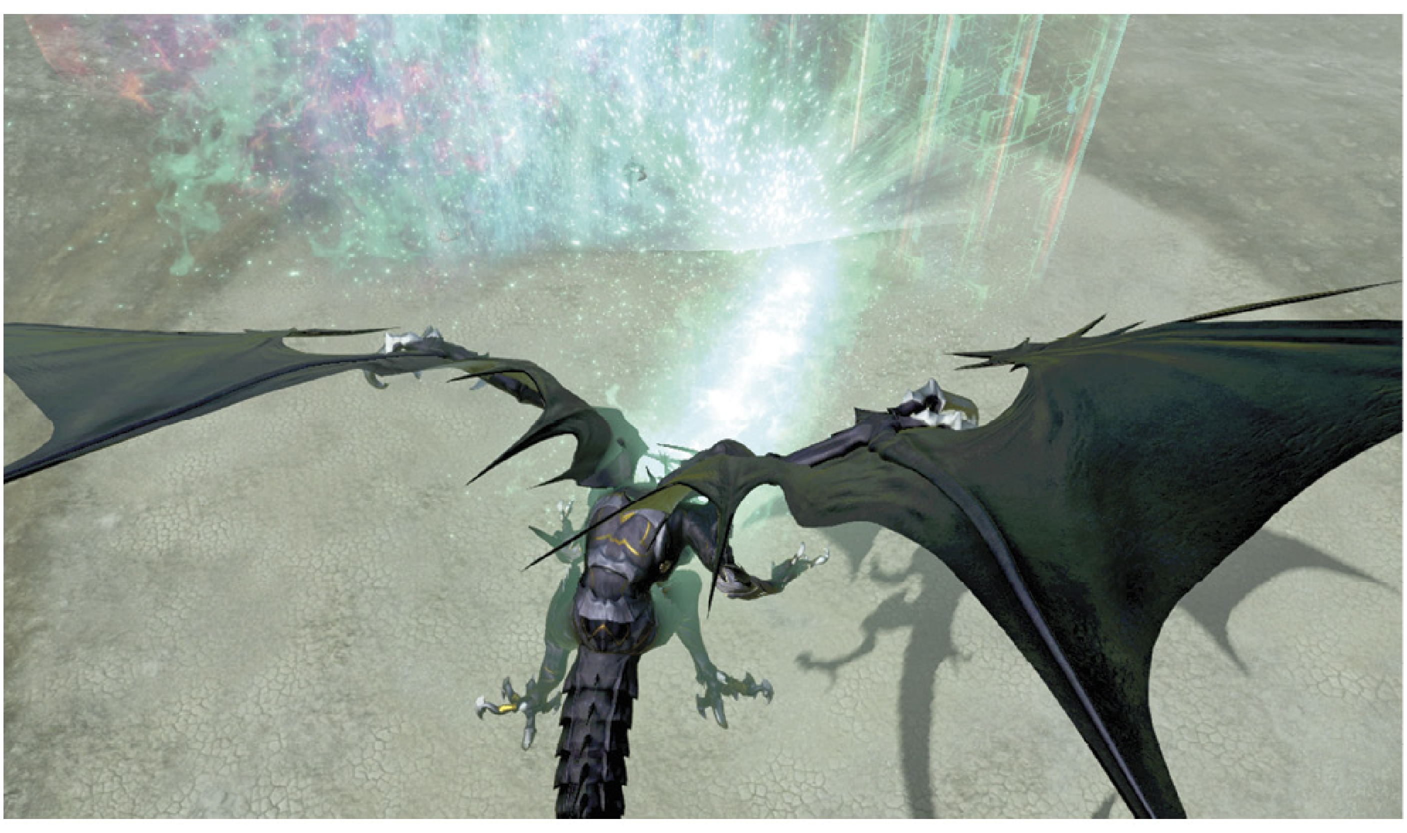
Bahamut's pre-summoning and post-summoning effects are similar to Ramuh's and Leviathan's, except they only affect unique EX Skills. The incremental gauge gains from scoring attacks are increased by 50%. After summoning Bahamut, your unique EX Skill's duration is increased by around 7.5%. Note that this only applies to the duration of buff and debuff-type EX Skills and does not affect the duration of attack-based ones like the Emperor's Starfall attack. Characters like Cloud (with Limit Break) and Sephiroth (with Jenova) can benefit from this post-summoning effect, although the boost is relatively minor compared to some of the other post-summoning boosts.

Bahamut's Flare Breath is a linear-type sweep attack with limited coverage. However, it can be difficult for the enemy to see coming if they aren't aware of Bahamut's positioning, since the attack is projected from a set amount of distance away from him. Impulse is a powerful projectile attack that targets all enemies. If you can land a hit on an enemy or force them to guard briefly, Impulse is sure to hit them because of its release speed.

Bahamut's greatest strength is his final signature attack, Megaflare. For a whole six seconds, each opponent is pelted with a focused beam that tracks their movement. If they stop at any point, they take damage, potentially resulting in eating the final Megaflare blast at the end of the attack.

FIELD ATTACKS

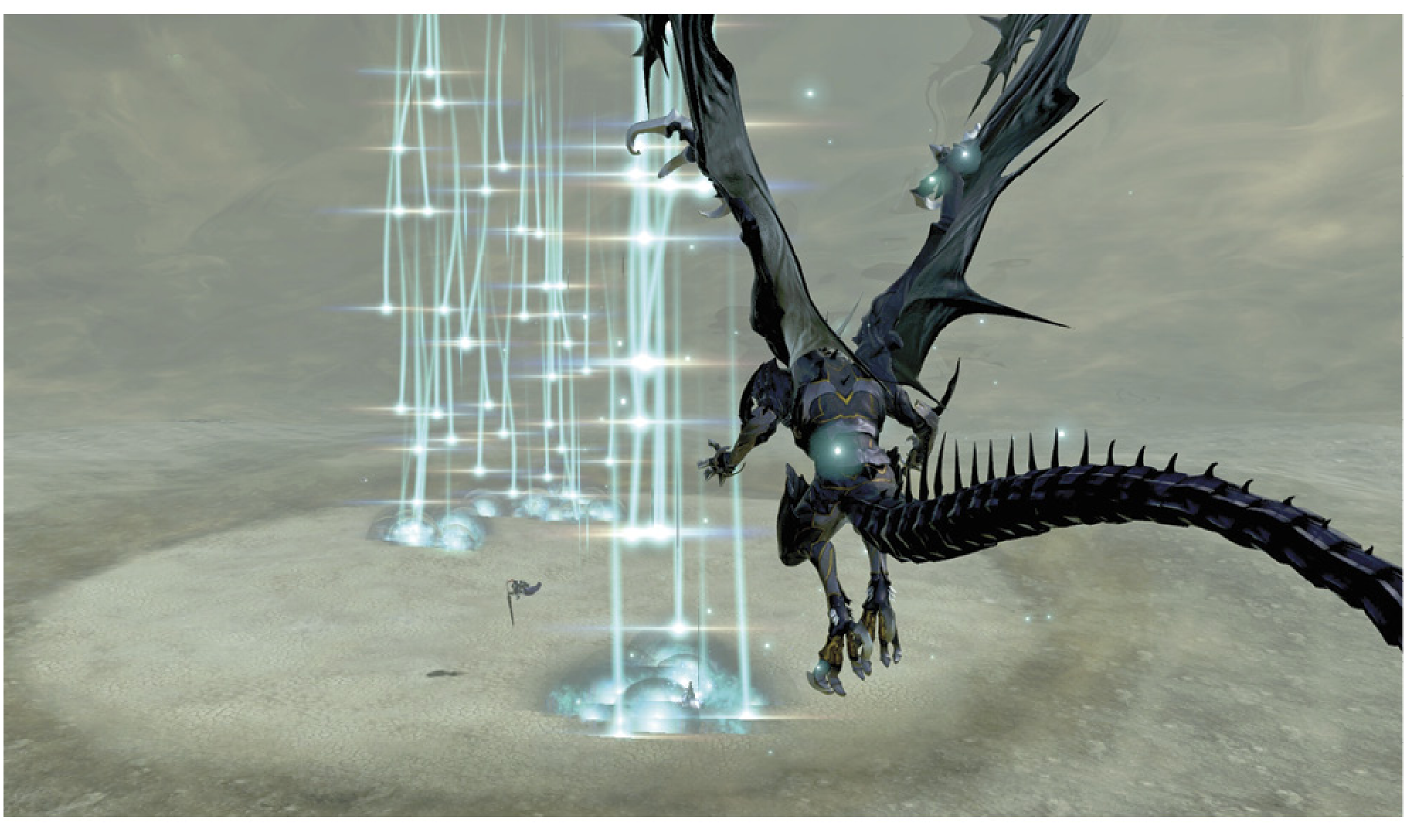
FLARE BREATH



Bahamut signals Flare Breath with a wall of patterned light. After a few seconds, he sweeps the telegraphed area with a fire-like breath attack, blasting enemies caught in its path.

BRAVERY DAMAGE	ATTACK TYPE AND TRAJECTORY	DESCRIPTION
1040	Linear column, right-to-left trajectory (while facing Bahamut)	Bahamut targets a random enemy and delivers a sweeping breath attack.

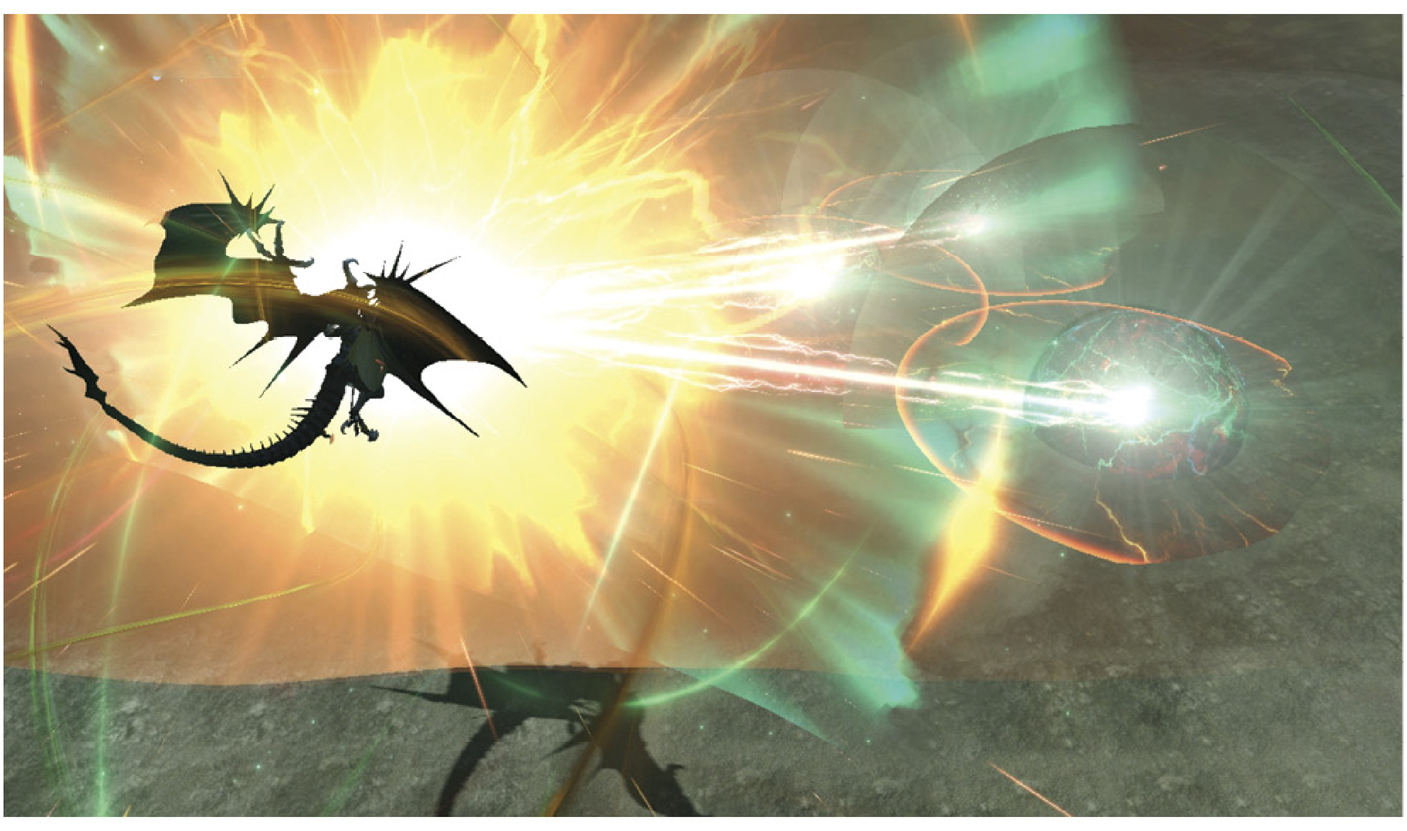
IMPULSE



Bahamut telegraphs this attack with columns of light on each enemy target before quickly unleashing a barrage of radiant projectiles on each light pillar.

BRAVERY DAMAGE	ATTACK TYPE AND TRAJECTORY	DESCRIPTION
1040	Direct column of projectiles	Bahamut targets each enemy and sends a barrage of energy missiles to their location.

SIGNATURE ATTACK: MEGAFLARE



Bahamut targets all three enemies with a tracking beam that burns into them, hitting several times. After six seconds of the beam attack, he ramps up the assault with a final explosive blast on each foe, dealing massive damage.

BRAVERY DAMAGE	ATTACK TYPE AND TRAJECTORY	DESCRIPTION
80x11, 1760	Tracking beam into large area-of-effect blast	Bahamut pierces each foe with a focused energy beam that ultimately ends with a devastating blast.

MARKSMAN

Ace uses luck to his advantage in battle. Thanks to how quickly Cut Cards charges, he can constantly fill out his hand and play cards to support his allies or activate potent attacks. Draw early and often to have your gambits pay off!

Original Appearance: *FINAL FANTASY Type-0*

Year: 2011

Role: Ace is "No.01" of fourteen members of Class Zero, a secretive group of elite cadets formed by the sorceress Arecia Al-Rashia. Dr. Al-Rashia adopted Ace when he was eight. Under her wing, Ace developed skills in magic, with his weapon of choice being a deck of playing cards.

Other Noteworthy Appearances: *Theatrhythm FINAL FANTASY Curtain Call* (2014), *DISSIDIA FINAL FANTASY Opera Omnia* (2017)

ARSENAL

BRAVERY ATTACKS

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Flourish	Grounded & Airborne	○ > ○ > ○ > ○	(18, 18, 64)x3, (18, 18, 18, 18, 64) (436)	3.5	Launch waves of cards that pursue your opponent.
Ante Up	Grounded	↑ + ○	112, 112, 208 (432)	3.0	Send a concentrated orb of magic hurtling toward your foe.
Spiral Gambit	Grounded	↓ + ○	448	0.5	Cause a torrent of magic-infused cards to come bursting from the earth in front of you.
Jackpot Shot	Airborne	↑ + ○	96, 96, 96, 144 (432)	4.0	Emit four lasers from your enchanted cards to rain down upon your target.
Smart Cards	Airborne	↓ + ○	440	5.0	Conjure a magical orb that slowly pursues your target.
Wild Card	Dashing (Grounded & Airborne)	○ > ○	48, 416 (464)	1.5	Throw a card at your foe, and if it hits, teleport to their position and send them flying with another attack.

HP ATTACKS

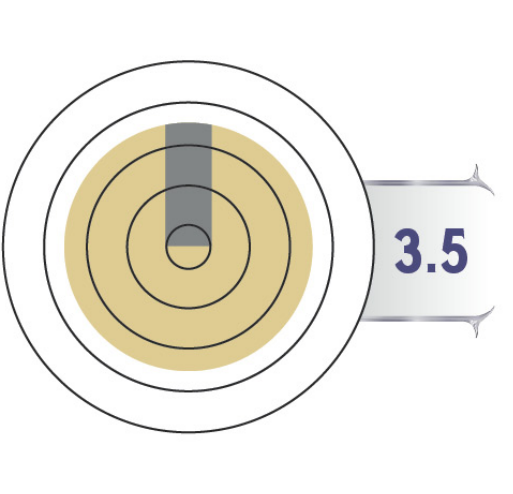
NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Fire RF	Anytime	□ (chargeable)	—	2.5 / 3.5 (Max charge)	Sling a fireball at a foe directly in front of you from a distance.
Blizzard BOM	Anytime	□ (chargeable)	—	0.5 / 1.0	Catch nearby enemies in an icy explosion.
Thunder SHG	Anytime	□ (chargeable)	—	1.0 / 1.5	Fan the area in front of you with lightning.
Monolith Beam	Anytime	□	—	2.5	Call down a colossal laser that chases after foes.

EX SKILLS

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Cut Cards	Anytime	△	—	—	Draw one of four cards at random. Four total cards can be stored.
Show of Hands	Anytime	△ (hold)	—	—	Cast one of several abilities, prioritizing amount of cards of a single color, then by the latest card color drawn.
Burst (red)	Anytime	△ (hold) with one red card	336	3.0	Fire a quick magic missile.
Super Burst	Anytime	△ (hold) with two red cards	480	4.0	Fire a high-damage magic missile.
Mega Burst	Anytime	△ (hold) with three red cards	784	4.5	Cause a swift explosion on the target that devastates all foes within range.
Force (yellow)	Anytime	△ (hold) with one yellow card	—	2.0	Enhance damage, defense, and movement speed of allies within range.
Super Force	Anytime	△ (hold) with two yellow cards	—	2.0	Enhance damage, defense, and movement speed of allies within range.
Mega Force	Anytime	△ (hold) with three yellow cards	—	2.0	Enhance damage, defense, and movement speed of allies within range.
Short Stop (black)	Anytime	△ (hold) with one black card	48	4.0	Send out a tracking sphere that inflicts the Stop effect.
Long Stop	Anytime	△ (hold) with two black cards	64	5.0	Send out a tracking sphere that inflicts the Stop effect.
Mega Stop	Anytime	△ (hold) with three black cards	112	3.0	Invoke an implosion on the target, inflicting the Stop effect on all enemies within its blast radius.
Charge (blue)	Anytime	△ (hold) with one blue card	—	2.0	Restore a small amount of HP and boost Bravery of nearby allies.
Super Charge	Anytime	△ (hold) with two blue cards	—	2.0	Restore a moderate amount of HP and boost Bravery of nearby allies.
Mega Charge	Anytime	△ (hold) with three blue cards	—	2.0	Restore a large amount of HP and boost Bravery of nearby allies.

BRAVERY ATTACK BREAKDOWN

FLOURISH



Ace throws four waves of cards at his target from long range. He launches three cards in the first three waves, then sends a five-card spread for the last wave.

Grounded neutral ○ and airborne neutral ○ are your main attacks. They can be used often and in most situations. Flourish covers a large distance and vertically tracks upon each wave, so even if the enemy evades the first set, your subsequent card throws will be aimed at the foe's new location. The projectiles themselves don't actively track, but they have a decent spread.

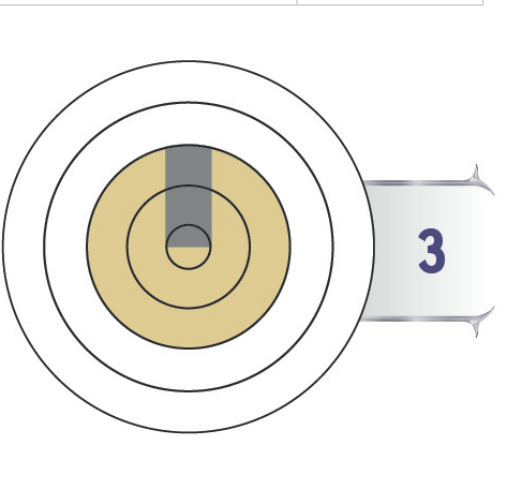
Flourish provides excellent utility for team combos with its stun effect on hit, giving your teammates ample time to capitalize with their own attacks.

As such, your gameplay largely revolves around getting into a safe position to launch your cards and setting up your teammates.

The attack is partitioned into four inputs, so it's incredibly versatile, as its effectiveness doesn't depend on connecting with its full sequence.

ANTE UP

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ↑ + ○	112, 112, 208 (432)	—



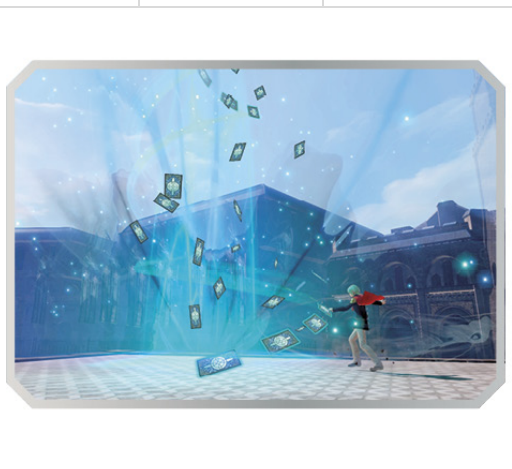
Ace forms a magical sphere encircled with cards and launches it at the enemy. Upon impact, it detonates several times, eventually blasting the enemy away.

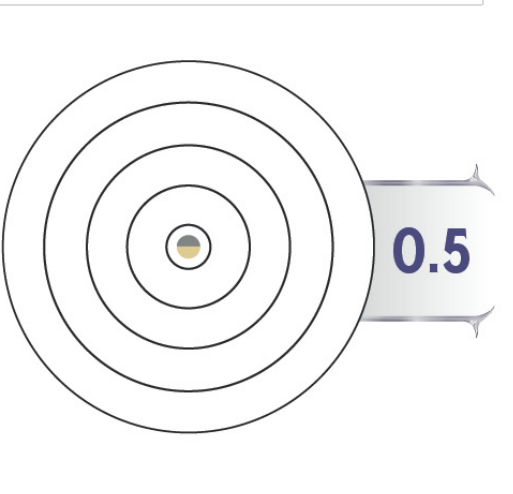
Ante Up is one of your fastest projectiles and is superior in situations in which you need to deal a quick burst of damage, such as on a summoning core.

Its knockback effect makes it a strong defensive tool against foes approaching you head-on, particularly if you're isolated from the rest of your team.

SPIRAL GAMBIT

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ↓ + ○	448	Trap-type spell (can hit multiple times). Persisting seven-second duration. One trap maximum.





Ace lays down a beaming pillar of energy that wards off foes from the area.

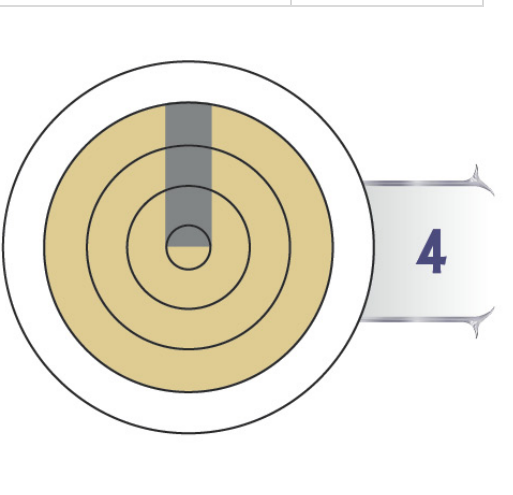
Spiral Gambit is a trap-type attack that persists for its entire seven-second duration whether it hits enemies or not.

Its primary use is for fortifying a defensive posture around a specific area (such as around a summoning core). For instance, as soon as a summoning core appearance is announced, and if you're near its spawn point, you can rush over to the incoming summoning core location to place a Spiral Gambit trap, giving your team a significant advantage over the core.

Additionally, Spiral Gambit can be used, situationally, to nullify high-priority projectiles (such as Terra's charged ○), either on reaction or preemptively.

JACKPOT SHOT

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ↑ + ○	96, 96, 96, 144 (432)	—



Ace fires several radiant fast-flying laser beams that pierce through an enemy from long range.

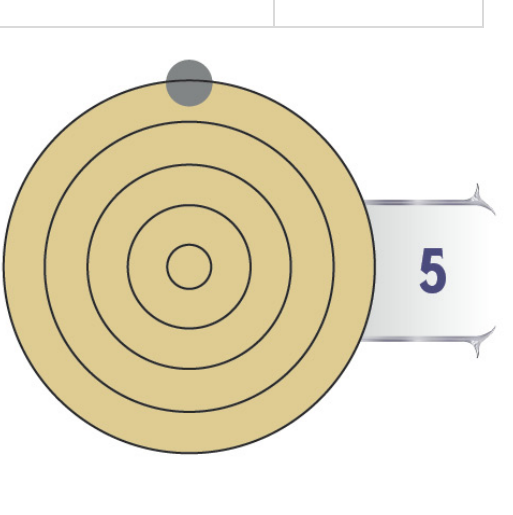
Jackpot Shot covers a massive horizontal distance with a unique flight pattern. Upon release, the lasers have a slight shotgun-spread effect (potentially hitting multiple foes), before converging halfway through flight, where they become much more focused with a mild tracking effect. This can make the attack somewhat inaccurate from close- and mid-range, then increasingly accurate over time as it closes in on the target.

Like Ante Up, Jackpot Shot excels for high burst damage from long range, great for taking down summoning core health or for following up on another teammate's opener attacks.

COMMAND	BRAVERY DAMAGE	NOTE
Grounded & Airborne ○ > ○ > ○ > ○	(18, 18, 64)x3, (18, 18, 18, 18, 64) (436)	Can move while casting. Can force combo.

SMART CARDS

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ↓ + ✕	440	—



Ace sends forth an orb of energy that slowly and relentlessly pursues his target. Upon impact, the target is knocked away a short distance.

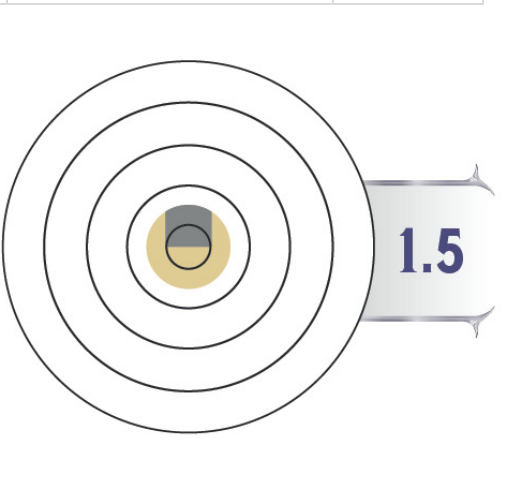
This is one of Ace's most powerful attacks for controlling space from the air. It persists for 10 seconds (or until it makes contact with an enemy). Additionally, two Smart Cards projectiles can be launched at any one time; if a third is cast while two already exist, the first one vanishes.

You can use Smart Cards to create a persistent threat on the battlefield for both offensive and defensive purposes. Its slow travel speed forces the foe to react to it, deterring and altering their potential aggression. It's also an excellent support attack for your vanguard and assassin, clearing a path and giving them a strong ranged attack to work off of, as the enemy has to retreat or guard the projectile.

Like with the Emperor's Red Soul, you can cast Smart Cards once each on two different targets to sow chaos amongst enemy ranks.

WILD CARD

COMMAND	BRAVERY DAMAGE	NOTE
Dashing (Grounded & Airborne) ○ > ○	48, 416 (464)	—



Ace swiftly throws a single card at a foe. If it meets its mark, he instantly teleports to the enemy and follows up the projectile hit with a melee strike, blasting the enemy away to mid-range.

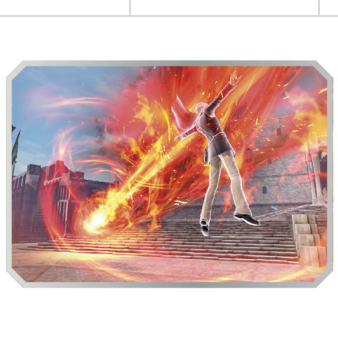
The Wild Card projectile has a fast travel speed, but a limited horizontal range compared to Ace's other ranged attacks. Its main strength lies in its teleport effect.

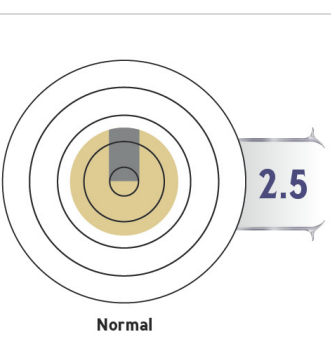
While it's generally preferable to attack from mid and long range as a marksman, you can take advantage of Wild Card's teleportation effect to evade pursuing enemies. For instance, if you're being chased by an assassin or vanguard, you can target a foe or object (like a summoning core) in the opposite direction, then dash at said target and go for a Wild Card teleport, dealing damage while evading your pursuer. This technique is especially effective for engaging summoning cores quickly in order to gain a positioning advantage.

HP ATTACK BREAKDOWN

FIRE RF

COMMAND	BRAVERY DAMAGE	NOTE
□ (chargeable)	—	Charging increases range. Two seconds to charge to max. Can move slightly while charging.





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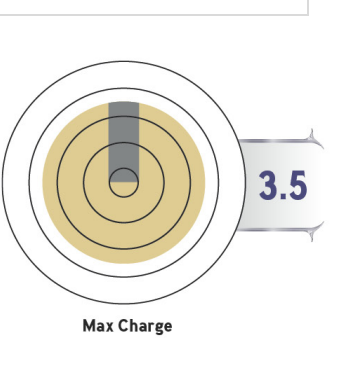


Max Charge

Ace musters his magical strength, conjuring a formation of blazing cards. As he releases them, they form a massive fiery spear that hurtles at his target.

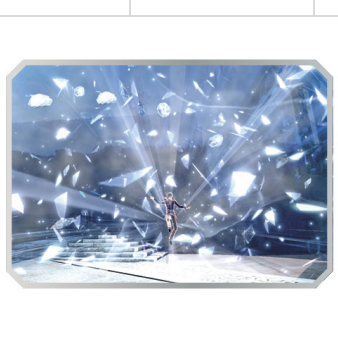
Fire RF is a straightforward mid-range HP Attack that can be charged by holding □ (dramatically increasing its range). Like most projectile HP Attacks, the fireball pierces through all Bravery-based projectile attacks. This HP Attack supplements Ace's overall toolkit in a balanced way. Without charge, it covers ample horizontal distance, giving you an unguardable threat from just past mid-range. With charge, its distance coverage is increased to match the range of your Flourish attack.

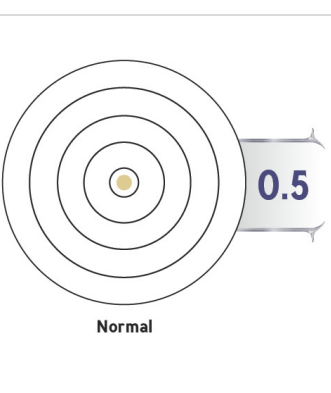
Its quick travel speed, decent vertical movement, and flexible range make it an incredibly versatile HP Attack, well-suited for most situations. Additionally, Ace can take a page out of Cloud's book and use the ability to charge attacks to throw off enemies who try to anticipate his timings.

This attack has some tracking and should be mentioned. For example, while grounded the fire projectile can curve upward to hit an enemy above you if they are far away enough for the fire to travel most of its length. So along with great horizontal movement, it has decent vertical movement.

BLIZZARD BOM

COMMAND	BRAVERY DAMAGE	NOTE
□ (chargeable)	—	Charging increases blast radius. Two seconds to charge to max. Can move slightly while charging.





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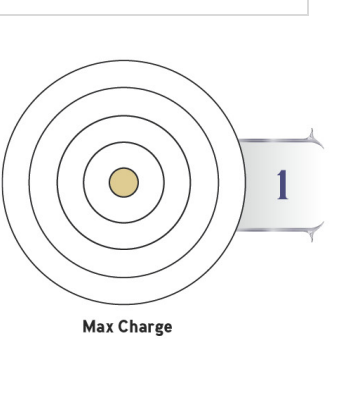


Max Charge

Ace surrounds himself with a shell of ice that detonates, expelling nearby foes from the vicinity.

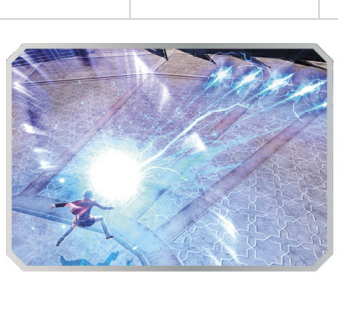
Blizzard BOM is a defensive HP Attack designed to protect you from opponents in melee range.

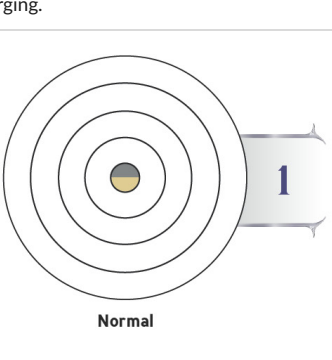
While it can be difficult to use offensively, Blizzard BOM boasts a large area-of-effect hit that instantly emanates around you upon its release, potentially hitting enemies attacking you from all sides, including from the sides and rear. However, it requires superb timing to use effectively.

Its start-up speed is fast enough for it to be used as a follow-up to wall pins or to capitalize on teammate attacks as long as you're in range to execute it. Equip Blizzard BOM if you prefer to have an instant defensive maneuver against vanguards and assassins.

THUNDER SHG

COMMAND	BRAVERY DAMAGE	NOTE
□ (chargeable)	—	Charging increases range. Two seconds to charge to max. Can move slightly while charging.





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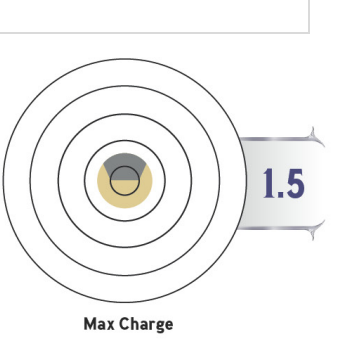


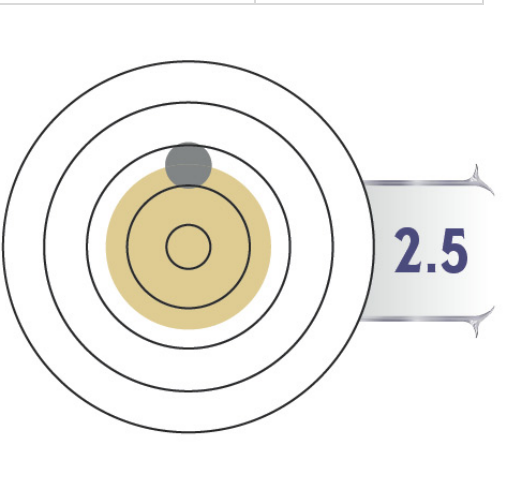
Max Charge

Ace fires a phalanx of electrified cards in a cone in front of himself, shocking and hurtling enemies to long range.

Thunder SHG is a swift, frontal HP Attack with limited vertical and horizontal range. It's ideal for a more aggressive playstyle, as its charge and launch speed make it difficult for opponents to react to. For example, you can use Smart Cards to cover your advance on a particular enemy, then dash in with an unguardable Thunder SHG attack to quickly devastate guard-prone enemies. Like Blizzard BOM, you can hold □ to charge the attack, increasing its effective range, although at the risk of telegraphing your attack.

MONOLITH BEAM

COMMAND	BRAVERY DAMAGE	NOTE
□	—	—



Ace invokes a high-powered laser beam column that searches for and tracks his target, devastating foes caught in its path.

Monolith Beam is a complete column attack that covers an incredibly vast vertical space. Its pursuit property forces enemies to be constantly on the move to avoid taking HP damage.

While it's a strong HP Attack for pressuring foes from range and from any altitude, it leaves you entirely vulnerable to attacks, due to its significant cast time and lack of defensive utility. Generally, if you're being focused by a vanguard or marksman, you'll have neither the time nor the space to safely cast Monolith Beam. However, if you can pull it off, it's an exceptionally powerful attack for surprising clumps of unsuspecting enemies who are preoccupied with fighting your teammates.

EX SKILL BREAKDOWN

DRAWING CARDS AND PLAYING YOUR HAND

Ace's unique EX Skill is a somewhat elaborate mechanic that allows you to cast one of four types of abilities, each with three levels of potency. Because cards are drawn at random, luck plays a large role. Deciding how and when to draw additional cards, along with how and when to show your hand, is an important skill to master in effectively playing as Ace. The following is a list of rules for playing cards:

Show of Hands executes one of four types of abilities, depending on what's in your hand.

Red is associated with damage. Playing a red-based hand executes Burst, a high-damage attack.

Yellow is associated with attributes. Playing yellow cards results in a damage, defense, and speed boost to all nearby allies.

Black is associated with time. Playing a black-based hand inflicts a Stop effect on enemies.

Blue is associated with restoration. Playing blue cards heals lost HP and grants bonus Bravery to nearby allies.

The ability cast is prioritized first by the highest number of same-colored cards in your hand, and then by the last card drawn. You can have up to four cards in your hand.

With two reds and one blue, Show of Hands executes Super Burst. If you were to draw a second blue card afterward instead of executing with three cards (making your hand two reds and two blues), Show of Hands would execute Super Charge.

If you have a hand consisting of blue, red, and yellow, and then black is drawn last, your Show of Hands executes Short Stop.

If you have a four-card hand, drawing another card discards and replaces the oldest card in your hand.

Say you've drawn cards in this order: red, blue, blue, yellow. Drawing a blue afterward would result in a hand of blue, blue, blue, yellow.

Cut Cards (drawing) is on a 10-second recast time, while Show of Hands has no recast time and can be used as long as you have a card in your hand.

While Cut Cards is limited by its recast time, Show of Hands is not. This means you can cast and play your hand at any time as long as you have at least one card. This also means you can use abilities back-to-back. For instance, if you have three blues drawn, you can cast Mega Charge, then draw a yellow card and immediately cast Force, giving your allies a large heal and then giving them an attribute buff following it.

The third potency level of the four abilities is drastically more powerful than the first two.

If you have two black cards drawn, you may want to take the 25% chance of drawing another black card in order to gain the Mega Stop ability. Mega Stop is a direct area-of-effect attack that completely stops enemies in a small area for six full seconds. Whereas Short Stop and Long Stop are slow-moving projectiles, Mega Stop is much more difficult to avoid.

CUT CARDS / SHOW OF HANDS

CUT CARDS

COMMAND	BRAVERY DAMAGE	NOTE
△	—	Oldest card is replaced when drawing with a full hand.

SHOW OF HANDS

COMMAND	BRAVERY DAMAGE	NOTE
△ (hold)	—	—

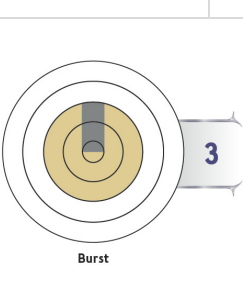
Ace uses Cut Cards to draw one of four types of cards and adds it to his card "hand," which floats above him. With Show of Hands, he plays his hand and, depending on the cards he's drawn, executes a special technique.

Generally, using Show of Hands is based on luck and timing. Since you can't predict or manipulate what types of cards you draw, most of your decision-making concerning his unique EX Skill revolves around what ability you have access to as you draw your cards. For instance, if you have a hand of two blue cards, it's usually best to stay near your allies to give them a boost in HP and Bravery to maximize your efficiency.

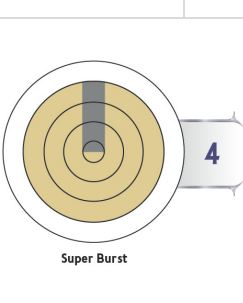
SHOW OF HANDS: BURST

BURST (RED)

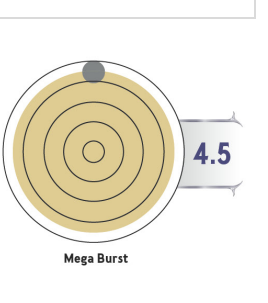
NAME	COMMAND	BRAVERY DAMAGE	NOTE
Burst	△ (hold) with one red card	336	—
Super Burst	△ (hold) with two red cards	480	—
Mega Burst	△ (hold) with three red cards	784	Direct attack. Area of effect.



Burst



Super Burst



Mega Burst

With one to two red cards, Ace delivers a swift magic missile attack that deals a high amount of Bravery damage to his enemy.

With three red cards, Ace quickly conjures an explosion from long range directly on his target, dealing heavy damage over a small area.

Burst and Super Burst are fast magic missiles that deal a decent amount of damage. Mega Burst is a quick-starting direct explosion with exceptional range. Enemies take massive damage over a small area around the target. However, this move can easily be sidestepped by the target, so use it on unsuspecting or wall-pinned enemies.

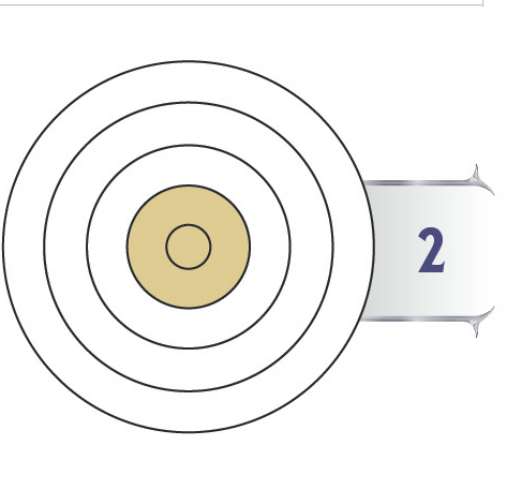
Stacking red cards is arguably the least effective color to stack. As you already have plenty of other sources of Bravery Damage, Burst doesn't provide Ace with anything he doesn't already have in his arsenal. Try to get rid of red cards if you draw them first. One blue card provides the team with 600 HP AND Bravery (200 to each character), whereas one red card only amounts to 336 Bravery for Ace. Also, three Bursts do more damage to a single target than one Mega Burst.

Burst does have one advantage, and that is speed. Use it to quickly interrupt someone who is in the middle of an attack.

SHOW OF HANDS: FORCE

FORCE (YELLOW)

NAME	COMMAND	BRAVERY DAMAGE	NOTE
Force	△ (hold) with one yellow card	—	Increases damage and defense by 10%, speed by 2%. 10-second duration.
Super Force	△ (hold) with two yellow cards	—	Increases damage and defense by 20%, speed by 7.5%. 15-second duration.
Mega Force	△ (hold) with three yellow cards	—	Increases damage and defense by 75%, speed by 17%. 20-second duration.



With one to two yellow cards, Ace provides a slight boost in damage, defense, and speed to nearby allies.

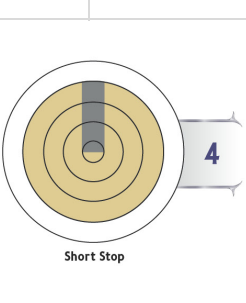
With three yellow cards, Ace dramatically increases these stats for 20 seconds.

Force and Super Force moderately enhance your allies' stats for up to 15 seconds, so bring allies within range before using it. Mega Force is much more powerful, almost doubling your team's damage output while almost halving their damage taken for 20 seconds. If you have two yellow cards, it's usually worth going for a third, as this drastic boost in attributes can instantly turn the tides of a losing match (or "snowball" an advantage to victory).

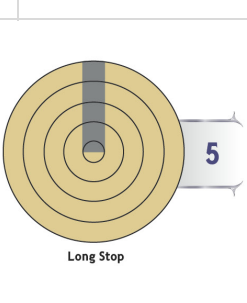
SHOW OF HANDS: STOP

STOP (BLACK)

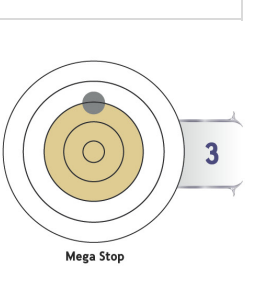
NAME	COMMAND	BRAVERY DAMAGE	NOTE
Short Stop	△ (hold) with one black card	48	Inflicts Stop effect for two seconds.
Long Stop	△ (hold) with two black cards	64	Inflicts Stop effect for four seconds.
Mega Stop	△ (hold) with three black cards	112	Inflicts Stop effect for six seconds. Direct attack. Area of effect.



Short Stop



Long Stop



Mega Stop

With one to two black cards, Ace sends out a slow-moving tracking sphere that chases his target and inflicts them with Stop upon contact.

With three black cards, Ace causes a large detonation around his target that inflicts the Stop effect for six seconds on all foes within range.

Stop is a debuff that causes the victim to become paralyzed, unable to move or act, leaving them extremely vulnerable to follow-up combos.

Although Short Stop and Long Stop are slow projectiles, their tracking abilities can force enemies into a defensive retreat, as the on-hit Stop effect can be devastating. Just don't let your projectile track into obstacles or uneven terrain if your foe moves behind them.

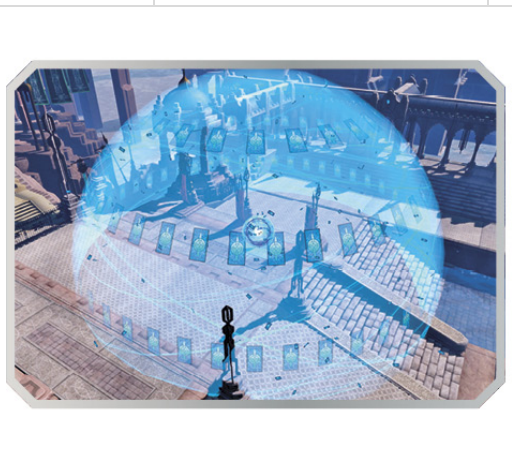
Mega Stop is a large area-of-effect attack targeted directly at an enemy up to 3.0 range. While drawing three cards of the same color is rare, you can potentially score a multi-kill if you're able to land Mega Stop on multiple opponents, thanks to its incredibly long six-second Stop duration.

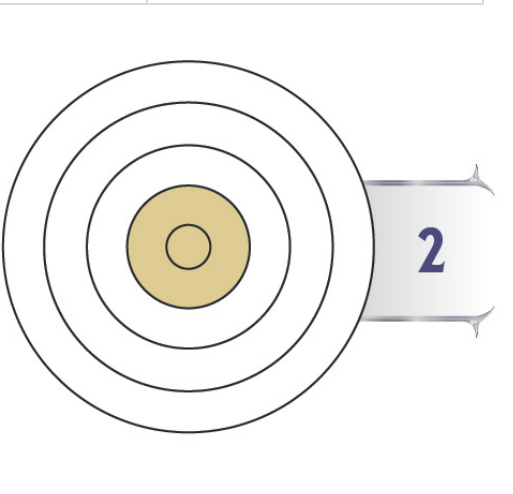
The Stop debuff also goes away when the target is hit, so be sure to capitalize on foes with a full combo. While Mega Stop's area-of-effect is incredibly powerful, Short Stop and Long Stop often get the job done just as well. Even a brief Stop effect is enough to interrupt a foe's attack or to slow them down enough to get caught by a pursuing ally.

SHOW OF HANDS: CHARGE

CHARGE (BLUE)

NAME	COMMAND	BRAVERY DAMAGE	NOTE
Charge	△ (hold) with one blue card	—	Restores 200 HP and Bravery.
Super Charge	△ (hold) with two blue cards	—	Restores 500 HP and Bravery.
Mega Charge	△ (hold) with three blue cards	—	Restores 1000 HP and Bravery.





Charge and Super Charge boost both HP and Bravery to nearby allies by 200 and 500, respectively.

Mega Charge restores these values by 1000.

While the blue effect is simple, it's one of the most powerful support abilities in the game, especially its mega version. While most HP-restoration effects are applied over a certain period, Charge restores HP instantly. Stay near your allies with three blue cards in your hand, and if you time it correctly, you can restore almost a third of everyone's HP total. Additionally, the next HP Attack of each of your party members will inflict an additional 1000 HP damage, thanks to the huge Bravery boost.

BATTLE PLAN

As a marksman, your general strategy is to work with your teammates by providing long-range projectile coverage, allowing your allies to be aggressive. Ace's grounded/airborne neutral ○ (Flourish) and airborne ↑ + ○ (Jackpot Shot) are exceptional lockdown attacks that fulfill this purpose well. Ace is very much a jack-of-all-trades, with a toolkit that borrows from other characters. He can charge his attacks like Cloud, he can deploy traps and slow-moving projectiles like the Emperor, or he can constantly fire quick shots at distant foes like Terra. He can heal allies like Y'shtola, and he can buff them like Kuja. Playing Ace will test your proficiencies with all these strategies, as he does not have the luxury of going into battle with an immutable plan. Although Ace does have attacks for every occasion, he does slightly better on wide-open maps where his projectiles can fly freely without being nullified by a wall. He isn't shy on high verticality maps either, as Spiral Gambit and Monolith Beam easily deter aerial assaults.

Flourish is a four-part ranged combo with flexibility in its "force combo" property, allowing you to throw out one to four waves of cards. Depending on the situation and how much pressure you're under, you can opt to cast fewer waves (in order to quickly get yourself out of harm's way, for instance). Each wave of cards provides enough of a stun effect for your teammates to follow up with combos of their own, so much of your combat plan should revolve around getting into position to launch waves of Flourish. Jackpot Shot doesn't lock enemies down for as long as Flourish does, but its tracking property, along with its speed and high burst damage, makes it a better option for keeping enemies on their toes. Airborne ↓ + ○ (Smart Cards) rounds out your strong air-projectile arsenal with a slow-traveling tracking orb that pursues enemies. You can have up to two Smart Cards spheres out at any time. An effective aerial ranged-attack rotation would be:

Smart Cards > Smart Cards > Flourish OR Jackpot Shot

Use Smart Cards to provide cover for your subsequent Flourish or Jackpot Shot attacks. Mix up your Flourish and Jackpot Shots to lure out mistakes from evading enemies.

To set up a strong defensive posture, use both grounded ↓ + ○ (Spiral Gambit) and Smart Cards. Spiral Gambit plants a long-lasting trap-type column that blasts away any enemies who run into it. It's especially effective for defending and controlling the area around a summoning core. For example, when a summoning core is about to spawn (indicated by an audible sound, Moogle's chat warning, and a flicker of the HUD), rush over to the incoming summoning core location and plant a Spiral Gambit nearby. It persists for seven seconds and can deter vanguards and assassins from engaging into the area.

Ace is one of the fastest marksmen in the game in terms of attack speed. Additionally, he has a unique teleport attack that enhances his mobility. If you can connect with dashing ○ > ○ (Wild Card), you can instantaneously teleport to a target, including a summoning core. With proper positioning and timing, you can use this ability to evade foes who are chasing you. However, the teleportation portion requires the initial Wild Card projectile to connect (you can teleport to an enemy even if the card is guarded).

Although your marksman duties are straightforward, you have an additional role on the team as the occasional support. Ace's unique EX Skill opens up a myriad of possibilities, with several implications that directly affect your decision-making in combat. Cut Cards (drawing cards) is on a short 10-second timer (made even shorter as you land attacks), so be sure to maximize your card-playing potential by drawing cards frequently, weaving in the skill where you can between your normal attacks. Choose Bahamut as a summon to greatly increase the amount of cards Ace can draw during a match.

While this luck-based mechanic leaves much to randomness, a large part of playing Ace effectively is making smart decisions based on your Cut Cards draws. Since the four types of abilities resulting from Show of Hands vary widely in their effects, making proper use of your hand on a case-by-case basis is crucial. You may need to alter your positioning if you draw several blue or several yellow cards in order to apply their support-type effects. Or you may draw red and black cards that are offense-oriented, in which case you may have to get into a specific range of an enemy to optimally score some damage. While his third stage unique EX Skills are game-changing, do not underestimate the power of throwing out constant 1s and 2s as well. Your strategies shouldn't be reliant on reaching the third stage of a specific card color, but you should be aware of the best ways of utilizing those attacks when you do chance upon the rare opportunity. For details on these abilities, see "Drawing Cards and Playing Your Hand."

Ace's variety of HP Attacks emphasizes certain aspects in combat. Fire RF is a balanced HP Attack that can be charged to shoot its fireball farther. Fire RF supplements his Bravery Attacks well and can be effective in most situations. Blizzard BOM is your designated defense-oriented HP Attack, projecting a swift blast all around you and knocking away enemies within melee range. Thunder SHG is an offense-oriented attack with a wide arc and a relatively fast start time. Against groups of clumped-up foes, Thunder SHG can deliver a devastating amount of HP damage. Monolith Beam is a direct-casted column that can be used from a far distance and from essentially any altitude. While it leaves you vulnerable to aggression, its persistent tracking effect makes you a dangerous long-range combatant if you're left unchecked.

One strategy is to use Blizzard BOM with the Share Bravery EX Skill. Blizzard BOM makes you an unappealing target for enemy assassins and vanguards, which can leave you with the freedom to sit back and decimate your opponents with endless Bravery Attacks. Instead of moving in to put yourself at risk to use Blizzard BOM, Ace can simply give his Bravery to his allies while his never-ending projectiles continue fly across the battlefield.

If you prefer a more control-oriented strategy, try using Mega Stop with Bindga, followed by Ante Up or a Flourish combo to lock down a foe for potentially over 10 seconds!"

Ace brings a unique asset to the team, with his heavy emphasis on lockdown effects and his plethora of card attacks. With some luck, his card-playing mechanic can potentially have a devastating impact. While much of his abilities depend on the luck of the draw, an essential part of mastering and optimizing Ace's powers involves learning to manipulate your card hands in accordance with the current battlefield situation.

GALLERY

APPEARANCE

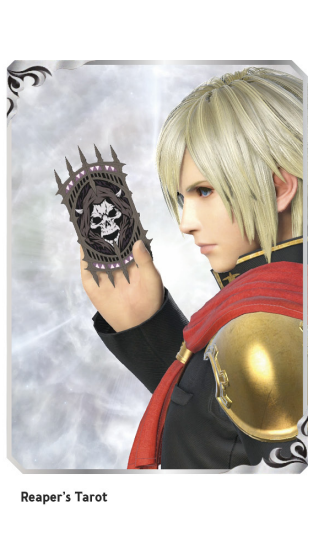
Akademeia Winter Uniform

Akademeia Summer Uniform

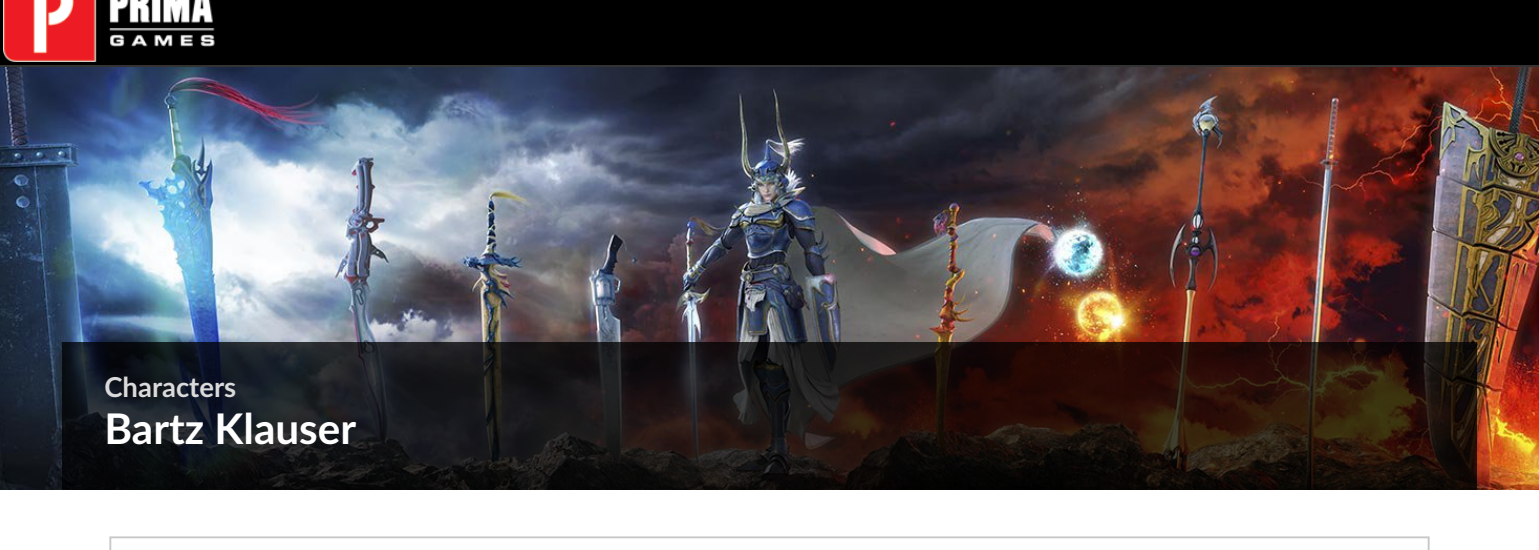
WEAPONS

Deck of Cards

Akademeia Cards

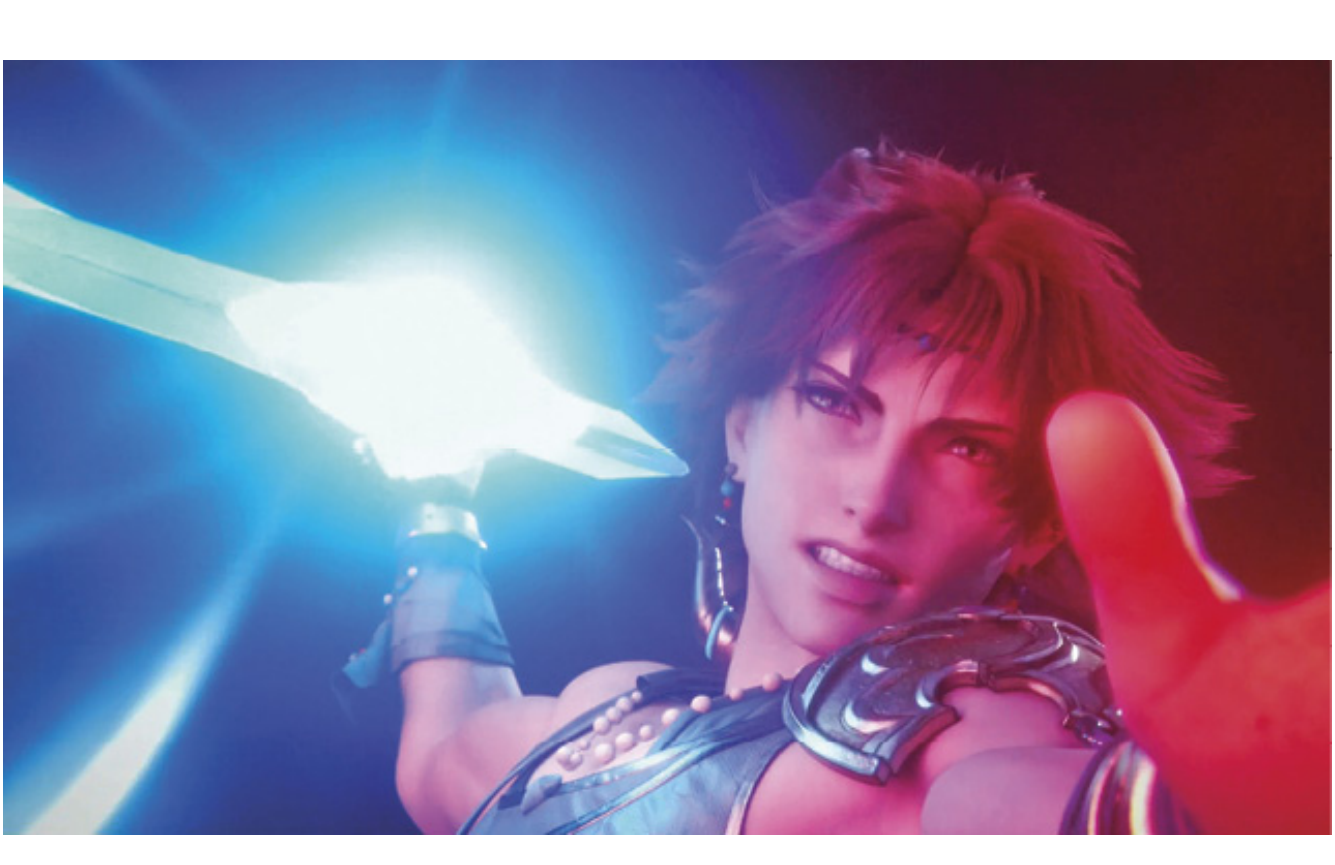


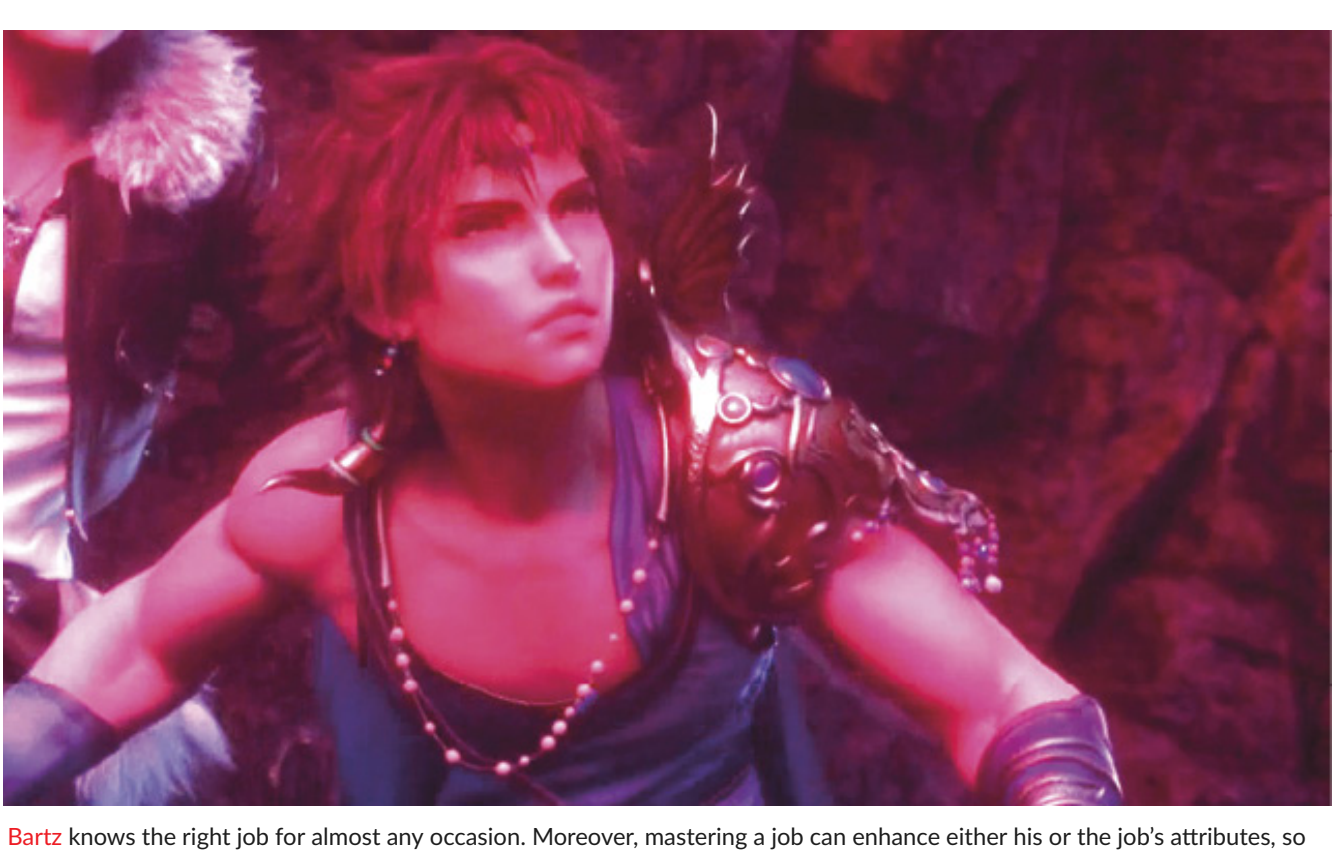
Reaper's Tarot



Bartz Klauser

SPECIALIST





Bartz knows the right job for almost any occasion. Moreover, mastering a job can enhance either his or the job's attributes, so pay due diligence when choosing what to hone.

Original Appearance: *FINAL FANTASY V*

Year: 1992

Role: As a promise to his dying father's wish, Bartz Klauser made a decision to leave home to explore the world, traveling alongside his faithful chocobo companion, Boko. During his journey, he witnesses a meteor crash near Castle Tycoon. His investigation of the impact site leads him to the beginning of his path to becoming a Warrior of Light.

Other Noteworthy Appearances: *DISSIDIA FINAL FANTASY* (2009), *DISSIDIA 012 FINAL FANTASY* (2011), *Theatrhythm FINAL FANTASY* (2012), *FINAL FANTASY All the Bravest* (2013), *Pictlogica FINAL FANTASY* (2013), *Theatrhythm FINAL FANTASY Curtain Call* (2014), *DISSIDIA FINAL FANTASY* (2015), *Theatrhythm FINAL FANTASY All-Star Carnival* (2016), *World of FINAL FANTASY* (2016)

ARSENAL

Bravery Attacks

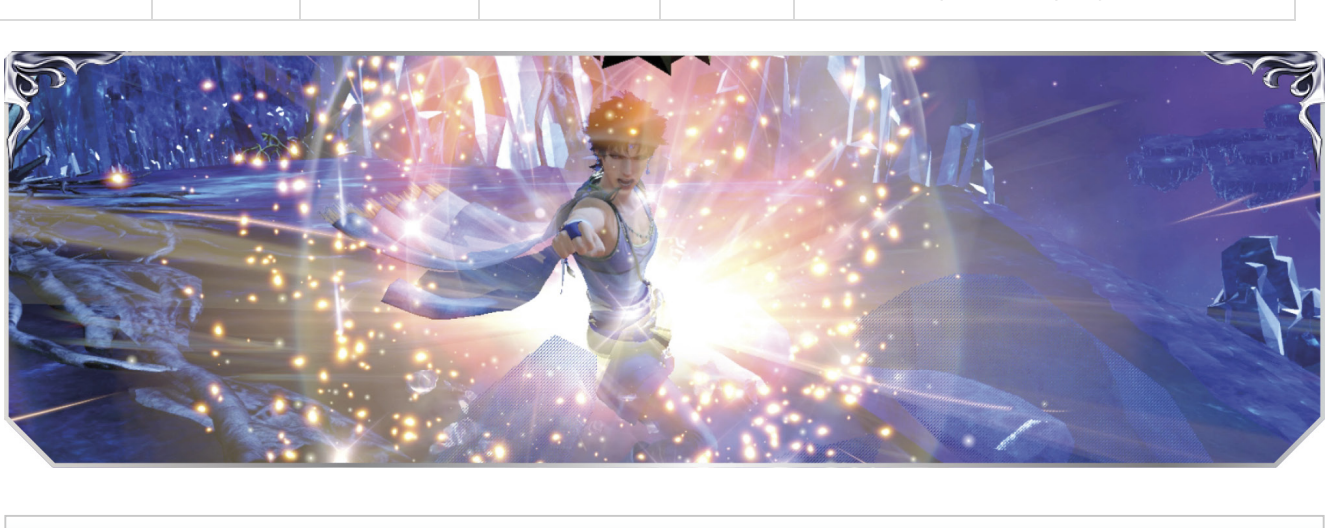
NAME	STATE	COMMAND (NORMAL / MASTERED)	BRAVERY DAMAGE (NORMAL / MASTERED)	RANGE (NORMAL / MASTERED)	CAPSULE DESCRIPTION	EXPERIENCE GAINED (MASTERY REQUIRES 500 TOTAL)
Monk	Grounded	● > ●	112, 128, 240 (480) / 48x3, 80, 320 (544)	0.5 / 1.0	Deliver a three-hit punch combo. Mastery alters attack to a flying kick and roundhouse combo.	40, 230
Dragoon	Grounded	↑ + ●	16x2, 448 (480) / 16x2, 496 (528)	1.5 / 1.5	Quickly leap into the sky and then descend onto your foe with a downward thrust of the lance.	270
Black Mage	Grounded	↓ + ● / ↓ + ● > ● > ●	320 / 160, 160, 160 (480)	2.0 / 2.0	Set your opponent ablaze with the Fire spell. Mastery upgrades attack to a tri-elemental combo of Firaga, Blizzaga, and then Thundaga.	270
Mystic Knight	Airborne	● > ● > ●	112, 128, 240 (480) / 128, 144, 272 (544)	0.5 / 1.0	Slash your foe with three successive elemental strikes. Mastery upgrades Fire Blade to Firaga Blade, Blizzard Blade to Blizzaga Blade, and Thunder Blade to Thundaga Blade.	40, 0, 230
Blue Mage	Airborne	↑ + ● / ↑ + ● > ● > ●	32x5, 272 (432) / 32x6, 112, 192 (496)	1.0 / 1.5	Charge at your target with a flying Goblin Punch. Mastery adds Death Claw and missile attack combo extension.	270
Ranger	Airborne	↓ + ● / ↓ + ● (chargeable)	288 / 306 (34x6, 306 (510) when charged)	3.0 / 3.5	Shoot a piercing arrow at your enemy. Mastery allows charging your bow to fire additional arrows.	270
Ninja	Dashing (Grounded & Airborne)	●	32x3, 16x4, 240 (400) / 40x3, 24x4, 256 (472)	1.0 / 1.0	Rush at your foe with a spinning attack while dual-wielding ninja blades.	270

HP Attacks

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION	EXPERIENCE GAINED (MASTERY REQUIRES 500 TOTAL)
Samurai	Anytime	■ (chargeable)	112 / 144x3 (432) / 160x5 (800)	1.0 / 1.0 / 1.5(Level 1 / Level 2 / Level 3)	Make your foe flinch, then cut them down. Charge to increase radius.	20 on cast, 60 for charge level 2/3 cast 230 on hit
Geomancer (Earthquake)	Grounded	■	—	2.0 / 3.5(Normal / Mastered)	Create an eruption directly beneath your enemy from long range.	20 on cast 170 on hit
Geomancer (Wind Slash)	Airborne	■	—	3.5 / 5.0(Normal / Mastered)	Project a slashing sphere of wind that slowly tracks your foe.	20 on cast 170 on hit
Knight	Anytime	■	240 (480 if countered attack is lethal)	—	Conjure a shield that counters Bravery Attacks. Mastery enables you to also counter HP Attacks.	20 on cast Max exp on hit
Dancer	Anytime	■	Tempting Tango: 16x5 (80) Sword Dance: 16x8, 32x4 (256)	1.5 / 1.5(Normal / Mastered)	Attack with one of two dances at close range.	20 on cast 150 on hit

EX Skill

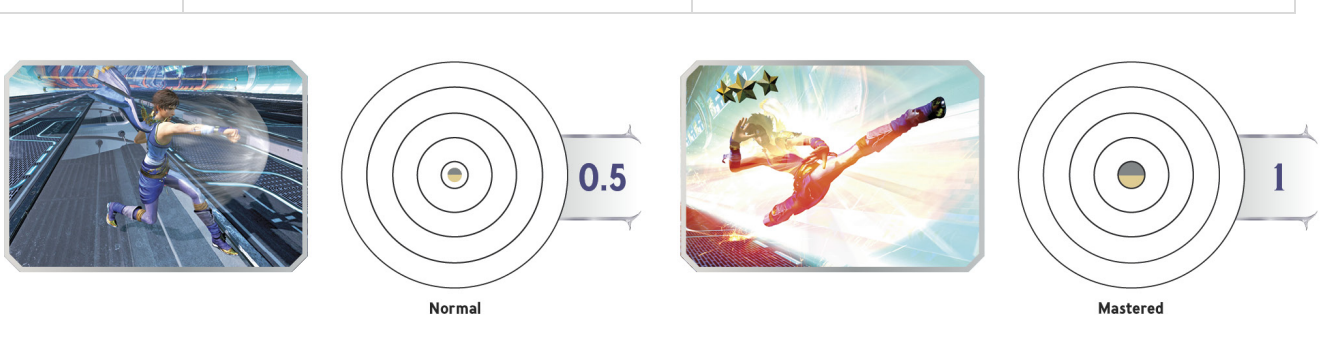
NAME	STATE	COMMAND	RECAST TIME	RANGE	CAPSULE DESCRIPTION
Good-Luck Charm	Anytime	▲	60 seconds	—	Augment attack power, defense, and movement speed of all party members.



BRAVERY ATTACK BREAKDOWN

MONK

COMMAND	BRAVERY DAMAGE (NORMAL / MASTERED)	NOTE
Grounded ● > ●	112, 128, 240 (480) / 48x3, 80, 320 (544)	Mastered: Increases range. Max HP increased by 350.

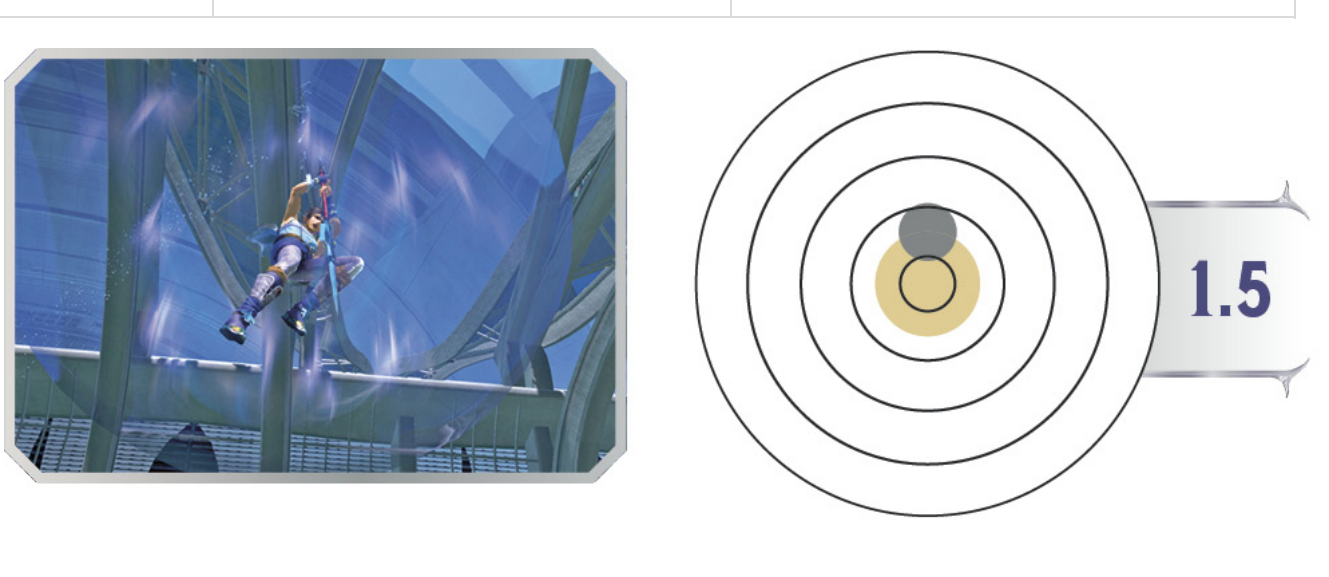


Bartz lunges at his target with a quick two-hit right-to-left punch combination, followed by a fierce thrust punch, sending the enemy far away. When mastered, Bartz's Monk attack becomes a completely different combo; instead of using his fists, he launches into his foe with a flying kick and roundhouse combo.

Normal Monk attack is a two-hit sequence with limited range. It's standard fare for a neutral ● attack, with relatively fast start-up. Its range limitation makes it difficult to connect without a proper setup (from a wall pin, for instance), but if you can score two full combos with it, you gain an incredible mid-range flying-kick combo with the mastered version, as mastering Monk doubles your effective range with neutral ● while keeping its speed advantage. As with all mastered attacks, you gain a damage boost as well.

DRAGOON

COMMAND	BRAVERY DAMAGE (NORMAL / MASTERED)	NOTE
Grounded ↑ + ●	16x2, 448 (480) / 16x2, 496 (528)	Mastered: Increases EX Skill gauge on hit.



In the Dragoon job, Bartz disappears into the sky before descending directly upon the enemy with a downward thrust of the lance, blasting them away just past mid-range.

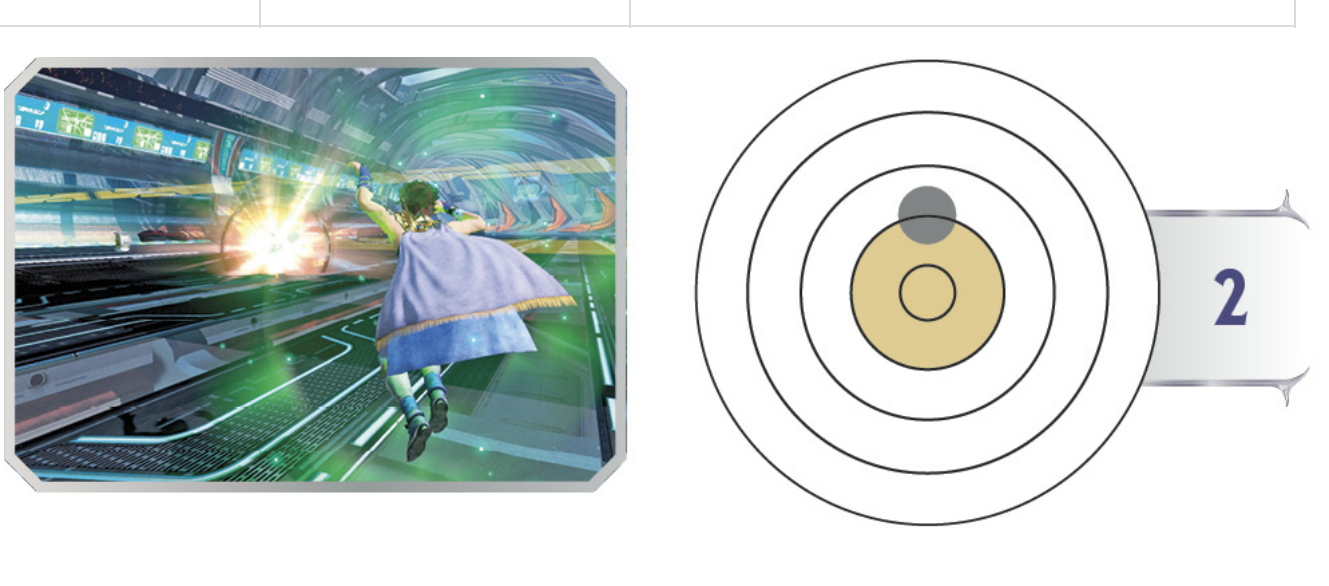
Like Kain's Jump attacks, Bartz's jump is a special direct-on-target melee attack. As such, consider it a hybrid attack that can be used both offensively and defensively, as you essentially teleport from your initial position directly on top of your target.

Although it affords excellent vertical mobility (you can target and leap on enemies at differing elevations), you're left vulnerable to a punish if you're too predictable with it, since it will miss mobile enemies. Save your jump to take opponents by surprise, such as in cases where they're preoccupied in a skirmish with one of your teammates.

When mastered, Dragoon reduces your unique EX Skill recast time by an extra second on hit.

BLACK MAGE

COMMAND (NORMAL / MASTERED)	BRAVERY DAMAGE (NORMAL / MASTERED)	NOTE
Grounded ↓ + ● / ↓ + ● > ● > ●	320 / 160, 160, 160 (480)	Can move while casting. Mastered: Can force combo. Defense increased by 12.5%



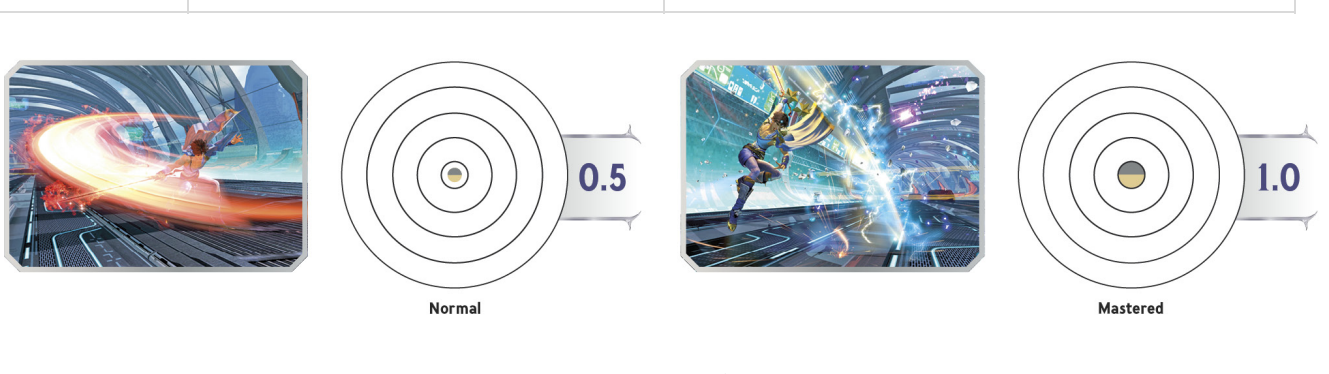
Bartz casts an explosive Fire spell directly on the enemy, blasting them away a short distance.

Before it's leveled to mastered status, the Black Mage attack is a simple one-hit direct explosion. Its effective range extends slightly farther than the Dragoon jump but deals significantly less damage. Its primary strength is in its safety as a non-committal attack, especially considering its unique mobility property that allows for freedom of movement while casting.

Black Mage levels up upon connecting with two Fire attacks. Its evolution is a three-part sequence of Firaga, Blizzaga, then Thundaga. Blizzaga and Thundaga are executed by inputting ● two additional times; plus you get the "force combo" property, so you can cast all three elemental spells even if they miss.

MYSTIC KNIGHT

COMMAND	BRAVERY DAMAGE (NORMAL / MASTERED)	NOTE
Airborne ● > ● > ●	112, 128, 240 (480) / 128, 144, 272 (544)	Mastered: Increases range. Default Bravery increased by 200.



Over the course of three successive strikes, Bartz enchants his knight's sword with fire, ice, and thunder, inflicting a different type of elemental pain with each blow.

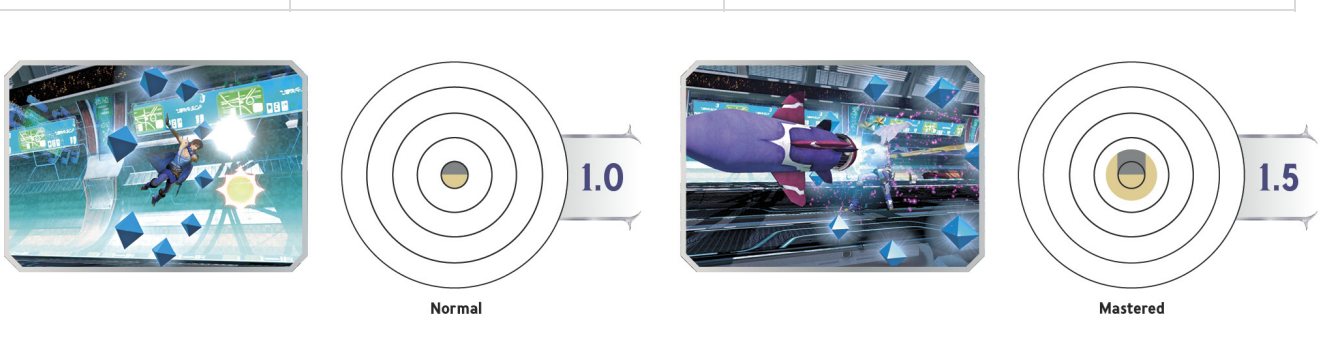
Like his grounded neutral ● attack, the initial version of Bartz's airborne ● isn't particularly special. With its range and damage limitations, it lacks effectiveness in head-to-head combat scenarios. To gain experience with it, follow up your team's openings for guaranteed hits, or set it up with your own wall pin from a well-placed dashing ● attack.

Once Mystic Knight is mastered, Fire, Blizzard, and Thunder Blade become Firaga, Blizzaga, and Thundaga Blade, respectively, with all of their attributes upgraded significantly. It becomes a viable attack on its own, nearly doubling in range.

Like the Monk attack, most of the experience gain rewarded is from the third strike in the sequence.

BLUE MAGE

COMMAND (NORMAL / MASTERED)	BRAVERY DAMAGE (NORMAL / MASTERED)	NOTE
Airborne ↑ + ● / ↑ + ● > ● > ●	32x5, 272 (432) / 32x6, 112, 192 (496)	Mastered: Can force combo. Attacks gain increased poise.

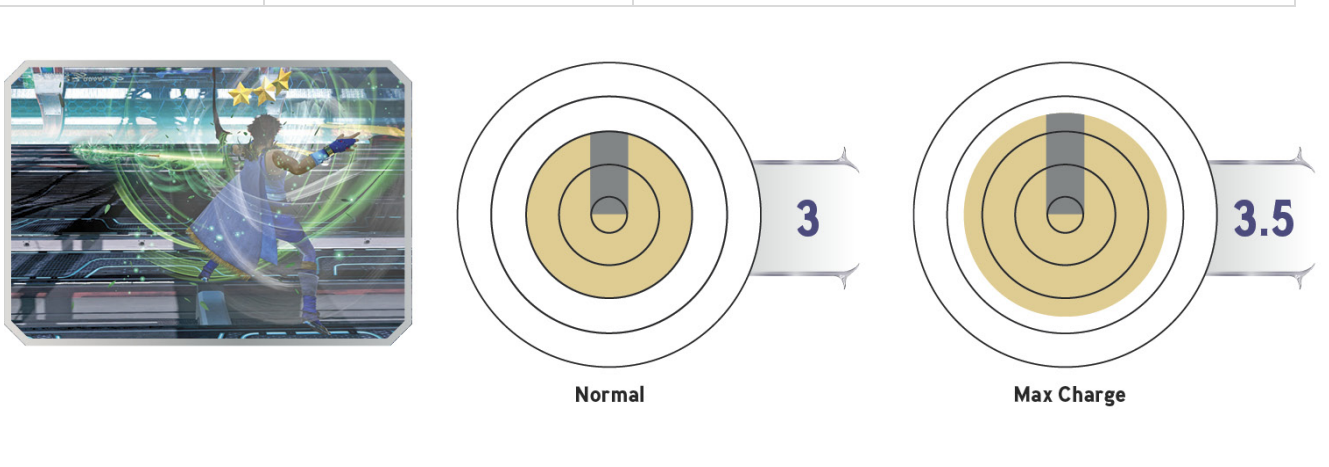


Bartz taps into the Blue Mage job and rushes forward with a Goblin Punch, drilling into the opponent before knocking them away to mid-range. When mastered, Bartz adds two additional Blue Mage attacks to the combo. After the Goblin Punch, he slashes the foe with Death Claw, then finishes the sequence by launching a missile at his stunned victim, blasting them away.

Bartz's airborne neutral ● attack is one of two rush attacks. Its range is comparable to most charging attacks of its kind. Additionally, its persistent hit effect makes it preferable to his neutral ● attacks for close-range skirmishes.

RANGER

COMMAND (NORMAL / MASTERED)	BRAVERY DAMAGE (NORMAL / MASTERED)	NOTE
Airborne ↓ + ● / ↓ + ● (chargeable)	288 / 306 (34x6, 306 (510) when charged)	Mastered: Chargeable attack. Shoots additional arrows. Bravery attack power increased by 6.25%.



Bartz draws his bow and fires an arrow at the enemy from long range. As a master Ranger, he can hold his bow drawn to charge its power in order to unleash a barrage of arrows that pierce his foes.

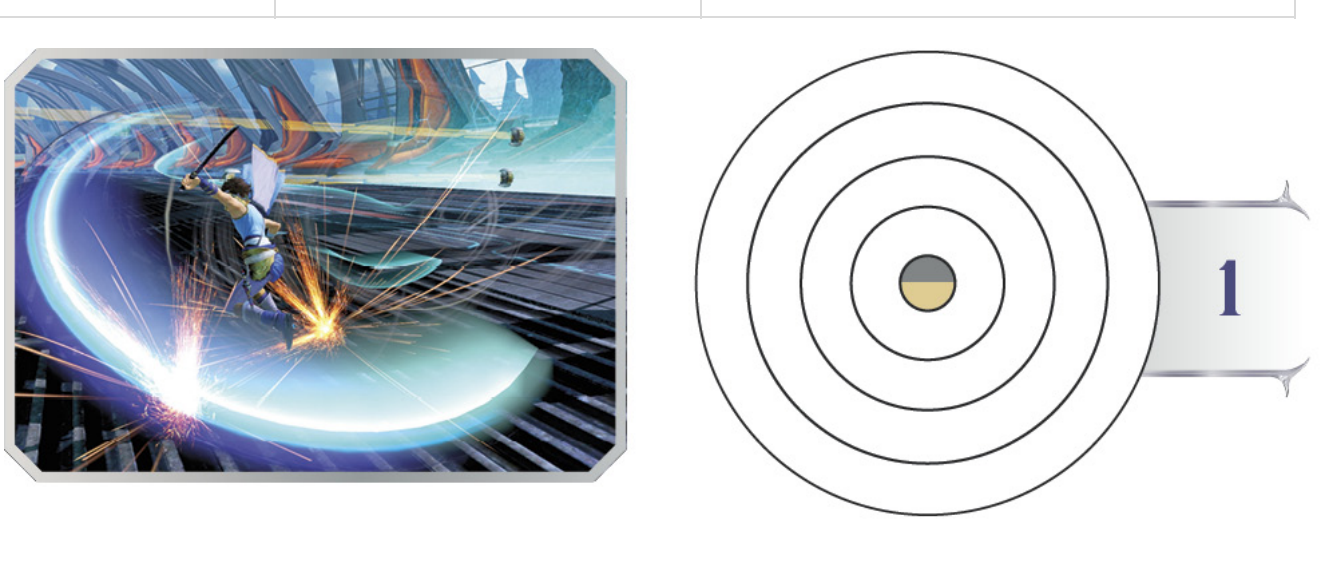
The Ranger job is naturally your primary marksman-like attack. Even before mastery, its range and travel speed measure up to the attacks of the dedicated marksmen, so you can fill the ranged-attacker position if your team is missing one.

Unsurprisingly, Ranger is the easiest job to level up, not only because it's an excellent ranged attack, but because it only requires two shots to gain the necessary experience points.

When mastered, its range and damage are slightly increased—not as dramatic a change compared to his melee attacks. However, mastering Ranger activates a bonus firing mode, performed by holding ●. After a few seconds, you can release the draw to shoot six low-damage arrows, followed by a high-damage one.

NINJA

COMMAND	BRAVERY DAMAGE (NORMAL / MASTERED)	NOTE
Dashing (Grounded & Airborne) ●	32x3, 16x4, 240 (400) / 40x3, 24x4, 256 (472)	Mastered: Adds invincibility frames to attack. Dash gauge depletes slower.



Using his dual ninja short blades, Bartz charges at his target with a spinning attack, shredding into them and knocking them back a short distance.

Like most dashing ● melee attacks in the game, this is your main tool for catching fleeing foes if you're filling in as the assassin on your team.

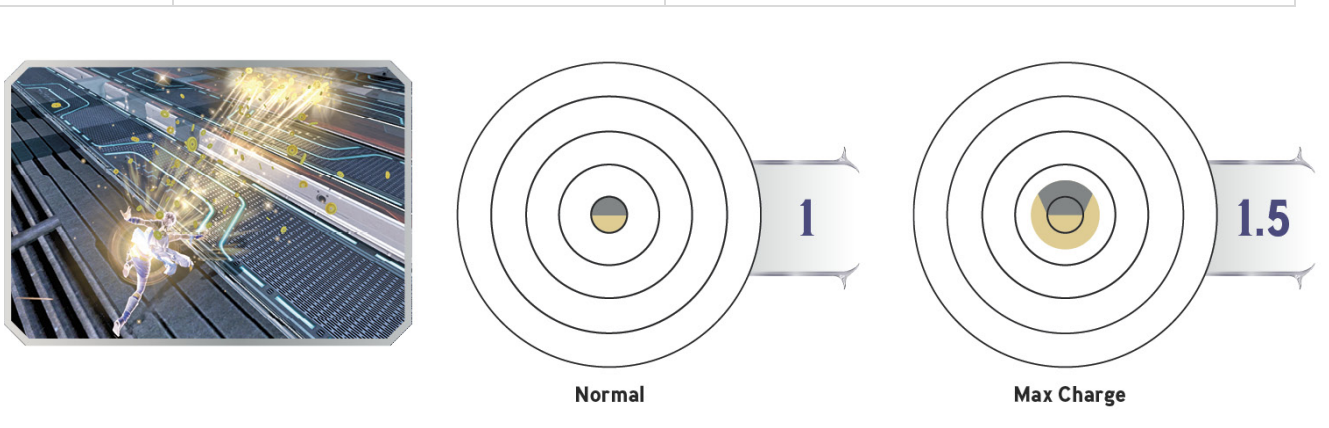
Ninja is Bartz's only dashing attack (whether he's grounded or airborne), but it's his best close-range engage move when none of your other melee attacks have been mastered. Until you reach master level with Monk and/or Blue Mage, Ninja is generally the attack of choice, since it transitions naturally from a dashing state.

Although the upgraded version of Ninja appears largely identical to its normal variant (aside from the trailing shadow effect), it gains an invincibility property, making Bartz immune to damage and interruption effects during the attack. Mastering Ninja allows for a more aggressive style, as your foes can't contest your dashing attacks in one-on-one melee standoffs.

HP ATTACK BREAKDOWN

SAMURAI

COMMAND	BRAVERY DAMAGE (LEVEL 1 / LEVEL 2 / LEVEL 3)	NOTE
■ (chargeable)	112 / 144x3 (432) / 160x5 (800)	Two additional stages, increasing cone arc and damage. Mastered: Reduces charge time.



Bartz uses Samurai to surprise his enemies with a brilliant handful of coins. As they're blinded by the brilliance, Bartz lunges in with a sweeping katana attack.

Samurai is a linear projectile attack that can be charged up to two additional power levels (about two seconds for a full charge).

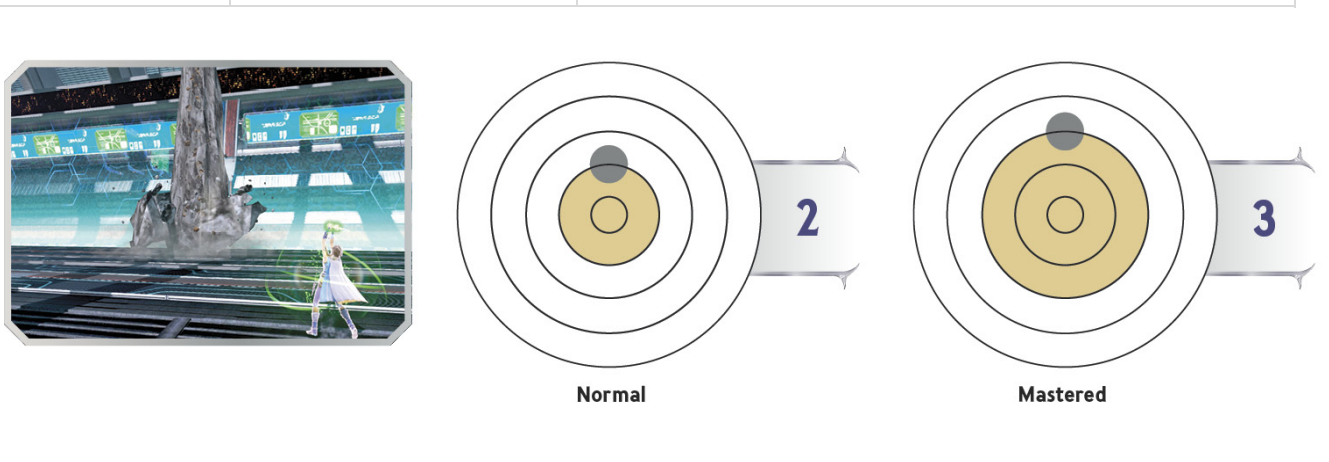
The second and third power levels of this attack not only have increased range and deal more Bravery damage, but they're also thrown out in a wider spread in a cone in front of you.

Fully charged Samurai deals the most damage out of Bartz's Bravery Attacks, but it can be difficult to connect with since charging a full two seconds while in close to mid-range can be a big ask in the middle of a hectic skirmish.

When mastered, charge time is drastically reduced, so it's recommended that you level your Samurai job by scoring two hits with the uncharged version in order to maximize its potential.

GEOMANCER (EARTHQUAKE)

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ■	—	Mastered: Increases number of eruptions.



Bartz taps into his skills as a Geomancer and casts Earthquake, creating a devastating eruption beneath his opponent.

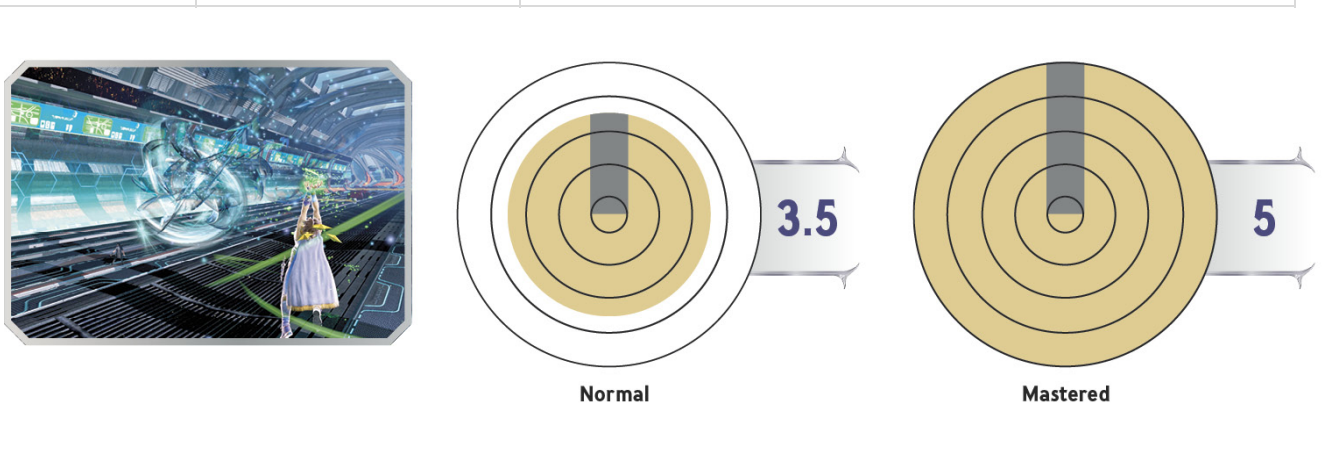
There are two Geomancer attacks: one grounded and one airborne. The grounded version is an eruption of earth cast directly on your target. It's an excellent mid- to long-range attack that strictly deals HP damage. This style of attack encourages a more marksman-like playstyle, allowing you to deal unguardable HP damage from the safety of cover.

It takes three successful Geomancer casts (between Earthquake and Wind Slash) to level up your Geomancer job. When mastered, Earthquake becomes a persistent attack with multiple eruptions over a couple of seconds (although subsequent eruptions don't follow enemy movement).

Its direct targeting property makes it effective for high-verticality maps, but its drawback is that you can't cast it airborne like other attacks of its kind (since you perform a totally different attack, Wind Slash, in the air).

GEOMANCER (WIND SLASH)

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ■	—	Mastered: Increases range and improves tracking.



From the air, Bartz calls forth a wind-based sphere that relentlessly pursues his target.

Wind Slash is a projectile with an extremely slow travel speed. It persists and tracks enemies for several seconds (or until it's cast again).

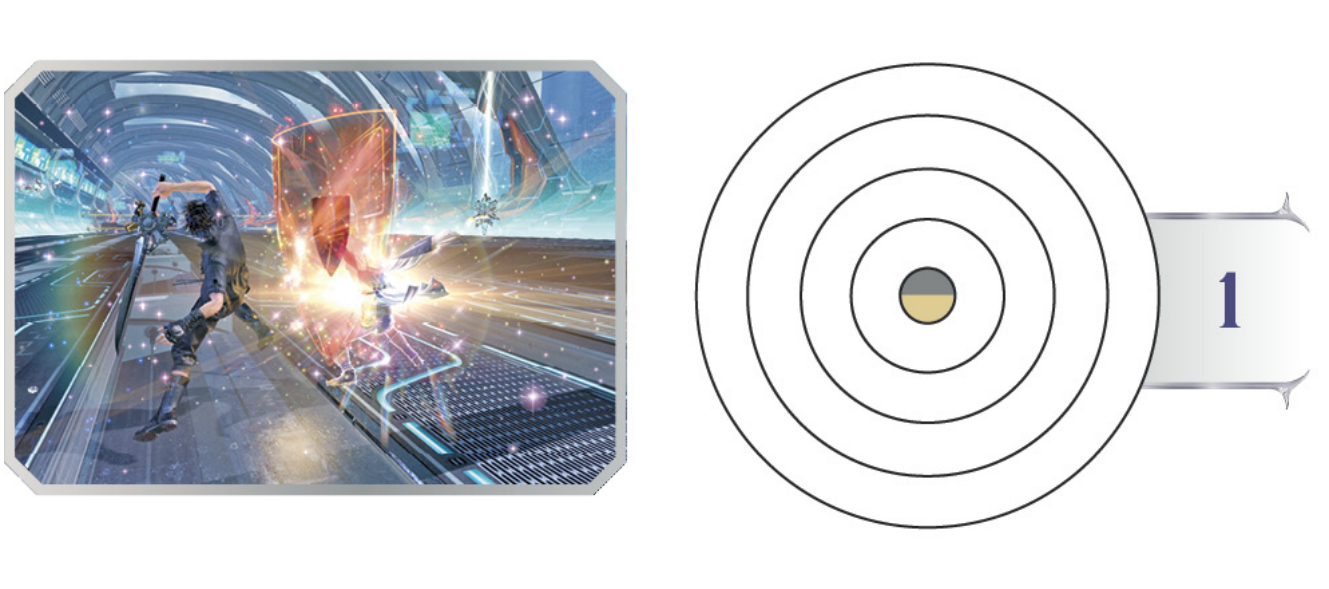
If used properly, its slow move speed is a benefit more than a hindrance and should be used as a zone-covering tool. For instance, you can preempt a melee engagement by sending out a Wind Slash to chase your foe, then use its threatening presence as cover for your other attacks.

When Geomancer is mastered, Wind Slash covers much more range, and its on-screen duration is increased dramatically.

Between the two separate attacks rolled into one job, Geomancer makes for an extremely versatile job choice. Earthquake gives you a marksman-like spell attack to surprise unsuspecting enemies from afar, while Wind Slash gives you a pursuit projectile that you can use for a trap-based playstyle or to complement an assassin-style strategy.

KNIGHT

COMMAND	BRAVERY DAMAGE	NOTE
■	240 (480 if countered attack is lethal)	—



Bartz predicts his foe's attacks and projects a shield before him, blocking and countering his aggressors with a lethal attack of his own.

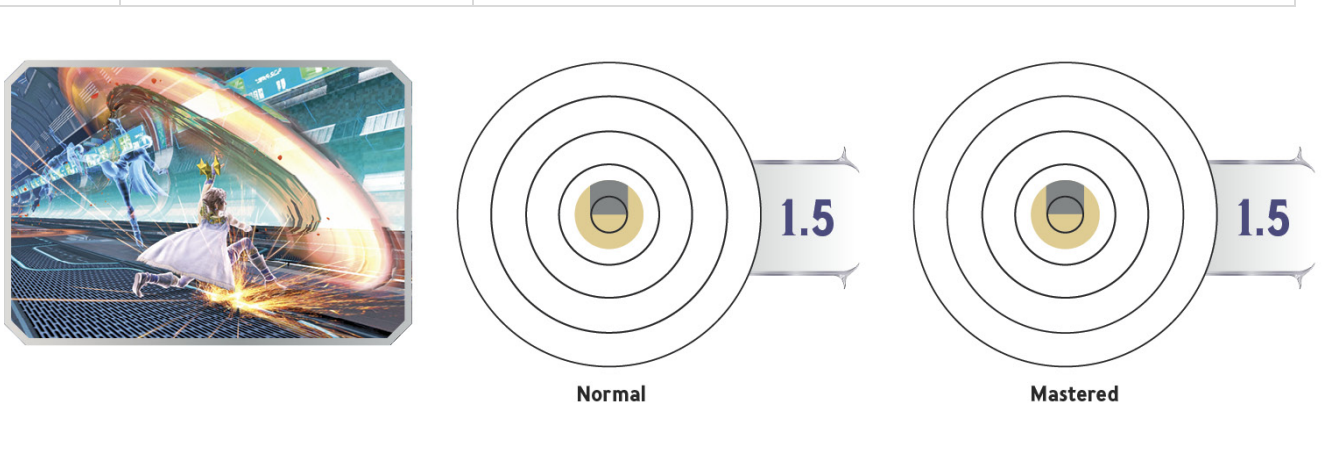
Knight is a highly skill-intensive parry ability that only deals damage if you successfully block an attack (extra damage if the opponent's attack would kill you). Bartz lunges forward with an attack of his own, directed at the enemy whose attack he blocked.

Since you can only have one HP Attack, Knight can be an incredibly situational job to pick, as you won't have any other way to deal HP damage other than by successfully countering an attack. However, if you're confident in your parry timing, you can nullify and shut down aggressors while dealing a heavy amount of Bravery damage.

Additionally, it only requires one successful counter to level to mastery (or simply used several times throughout the match), and mastered Knight provides an extremely rare property: the ability to block HP Attacks. With practice and skill, you can fill a niche role in the team as a shield-wielding specialist who's potentially invulnerable to all types of attacks, as long as you can time your parries well. Thankfully, you can evasion cancel your projected shield to keep yourself a bit safer when you go for a parry attempt.

DANCER

COMMAND	BRAVERY DAMAGE	NOTE
■	Tempting Tango: 16x5 (80) Sword Dance: 16x8, 32x4 (256)	After initial hit, random chance to activate Tempting Tango or Sword Dance. Mastered: Always activates Sword Dance. Animation for Dancer becomes slightly shorter.



Bartz flies at his enemy with a swipe of his Dancer dagger. If he makes contact, he proceeds into one of two follow-up attacks: a simple knockback strike (Tempting Tango), or a much more embellished spinning-attack combo (Sword Dance).

Dancer is an incredibly powerful HP Attack. The initial lunge covers a significant horizontal range and provides utility with its vertical tracking, making it a prime assassin-like ability used to chase and open up enemy defenses.

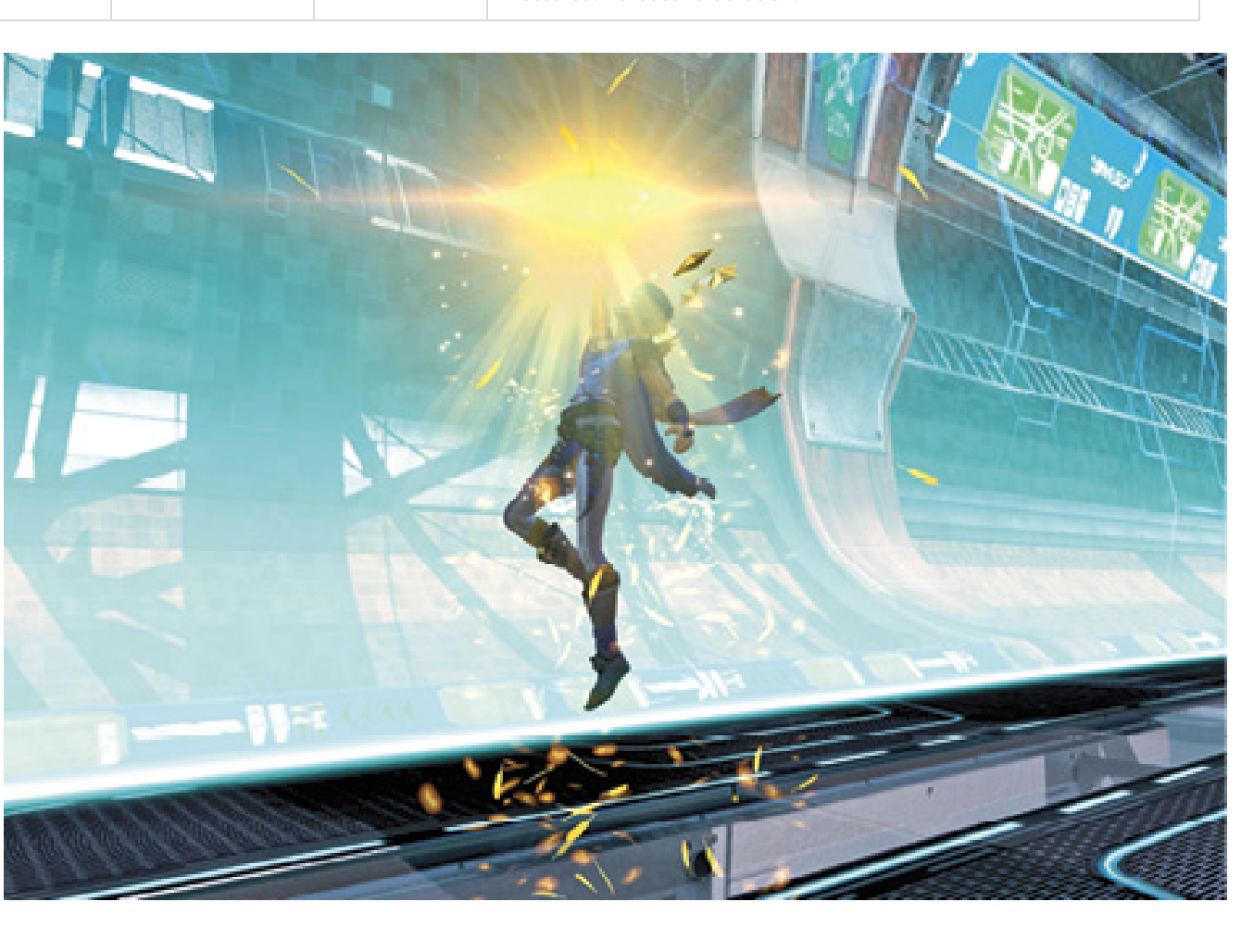
The Dancer HP Attack follow-up is chosen randomly, with Sword Dance dealing more Bravery damage than Tempting Tango. The only advantage gained from a Tempting Tango outcome is that its animation is much shorter.

Since it's such a strong unguardable mid-range attack, the level-up requirement is steep, with mastery demanding three total successful Dancer attacks. Mastering Dancer not only reduces its recovery time on whiff so that you're less likely to be punished, but on hit, you'll always execute Sword Dance, the more powerful combo.

EX SKILL BREAKDOWN

GOOD-LUCK CHARM

COMMAND	BRAVERY DAMAGE	RECAST TIME	NOTE
▲	—	60 seconds	Each level increases potency. Scales with the number of jobs mastered. 15-second duration.



Bartz boosts the morale of the entire party, strengthening their resolve and raising all of their attributes, scaling with the number of jobs he has mastered.

Good-Luck Charm is a party-wide buff that increases everyone's attack, defense, and movement speed for 15 seconds. As you master more jobs, this boost increases. With Good-Luck Charm Level 1, attack potency is increased by roughly 6%. This percentage increases incrementally up to 90% with Good-Luck Charm ★.

Note that if you haven't mastered a job yet, Good-Luck Charm has no effect when activated, and your recast is wasted, so be mindful of this (although you're most likely to have mastered at least one by the time Good-Luck Charm is available).

Although the entirety of Bartz's toolkit can be complicated because of his multi-job leveling system, use of Good-Luck Charm is relatively straightforward. It affects your entire party regardless of range, so you don't need to be near your allies to augment their powers.

BATTLE PLAN

As a specialist, you can fill a variety of roles on your team, and Bartz has a complete tool set that delivers. Additionally, his multi-job leveling mechanic allows for customization on a match-to-match basis, as mastering certain attacks boosts their effectiveness. As a disruptor, you can use grounded ↑ + ● (Dragoon) and airborne ↑ + ● (Blue Mage) to intercept enemies attacking your vulnerable allies. For an assassin-like playstyle, dashing ● (Ninja) is an incredibly unique dashing attack that, when mastered, gives you invincibility frames, making you much more deadly. As a ranged damage dealer, grounded ↓ + ● (Black Mage) and airborne ↓ + ● (Ranger) provide enough power for you to cover as your team's marksman.

Bartz is a difficult character to become proficient with, but he becomes more powerful the longer the match goes. Although his versatility is broad, he starts the match relatively weak in comparison to other characters. Your strategy should focus on covering your team's weakness first and foremost. Because his arsenal emphasizes an assassin and marksman hybrid playstyle, you'll generally be filling in for those roles.

If your team needs a marksman, you can stay at range and pepper the enemy with airborne ↓ + ● (Ranger) as your team jockeys for position. Stay near your allies and use your ranged attacks accordingly. Grounded ↓ + ● (Black Mage) is a decent projectile that affords some mobility while casting. However, it doesn't reach as far as your Ranger arrows and requires you to stay grounded (which may prove difficult if you're being constantly pursued). With the Geomancer job HP Attack, you can play a trap-based zoning style by using Wind Slash to cover the area before you with a tracking projectile that deters aggressive opponents from approaching. As a pseudo marksman, your ranged attacks will naturally upgrade to mastery level without your having to actively level them. Once mastered, you can deal even more Bravery damage with charged ↓ + ● barrages.

If your team has a dedicated marksman, focus on isolating and hunting vulnerable targets with mobility attacks like Ninja and Blue Mage. Complement this style further by equipping the Dancer HP Attack. With its great melee range and vertical-tracking properties, you can play aggressively while your allied vanguard and marksman cover you. When the opportunity arises, prioritize leveling your grounded and airborne neutral ● (Monk and Mystic Knight). While these attacks are lackluster in their normal variants, their mastered versions are absurdly strong, thanks to their damage and significant increase in range. Go for Monk and Mystic Knight attack follow-ups on wall pins and off of team attack combos when you can.

In a way, mastering jobs is like giving Bartz his own Story Bonus Level. It is a good idea to master Monk, Mystic Knight, Black Mage, and Ranger as quickly as possible since these four job classes provide immediately noticeable, raw stat boosts for the entire duration of the match.

The Knight HP Attack is a highly specialized one that gives you nigh invulnerability and an impressive damage output if you're skilled enough with parry timing. Depending on your team's configuration, you can use Knight effectively as either an assassin or marksman. For instance, if your Ranger and Black Mage attacks are mastered, you become a serious ranged threat, provoking enemy assassins. Punish your aggressors with a well-timed parry to destroy them with its devastating Bravery damage. When mastered, you can even block HP Attacks, giving opponents pause and potentially affording you breathing room to continue your ranged offense.

Bartz's unique EX Skill is a universal buff to allies, improving all of their attributes. Its use is simplistic in nature, as it applies to your whole team regardless of your position. However, deciding when best to use it takes some trial and error. Since it's on a 60-second recast timer with a 15-second duration, it can have an incredible impact on the match depending on the number of job masteries acquired. Essentially, its influence highly depends on whether you use the buff to gain more mastery levels, or aim to increase its effectiveness by mastering more attacks before casting it.

Bartz is a complex and high-skill-cap specialist. His adaptable playstyle lends a great deal of flexibility to most team compositions. Though he starts the match as a "jack-of-all-trades, master of none," that changes over time as you gain experience from dealing damage to foes.

GALLERY

APPEARANCE

Wind Chaser

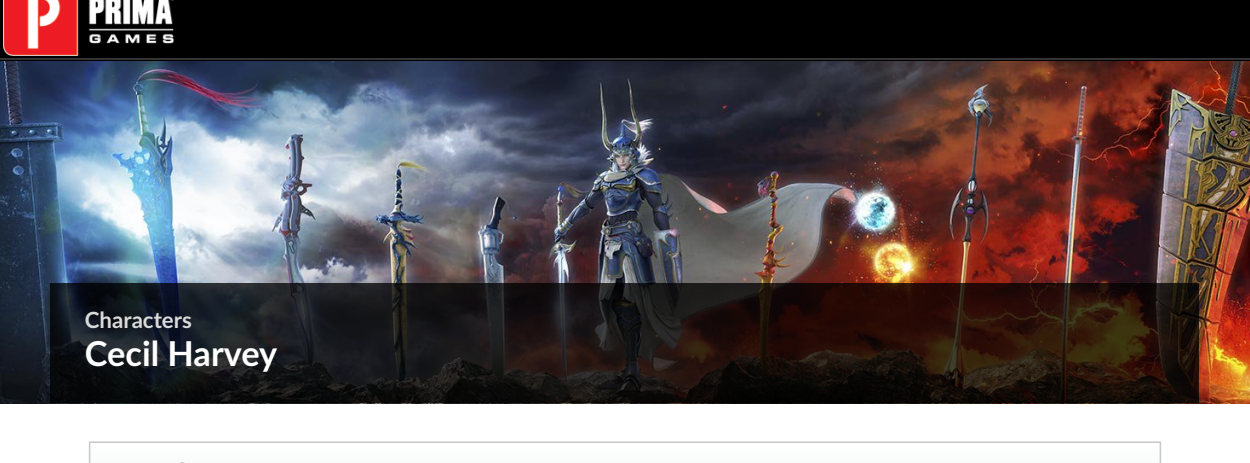
Freelancer

WEAPONS

Arsenal I

Arsenal II

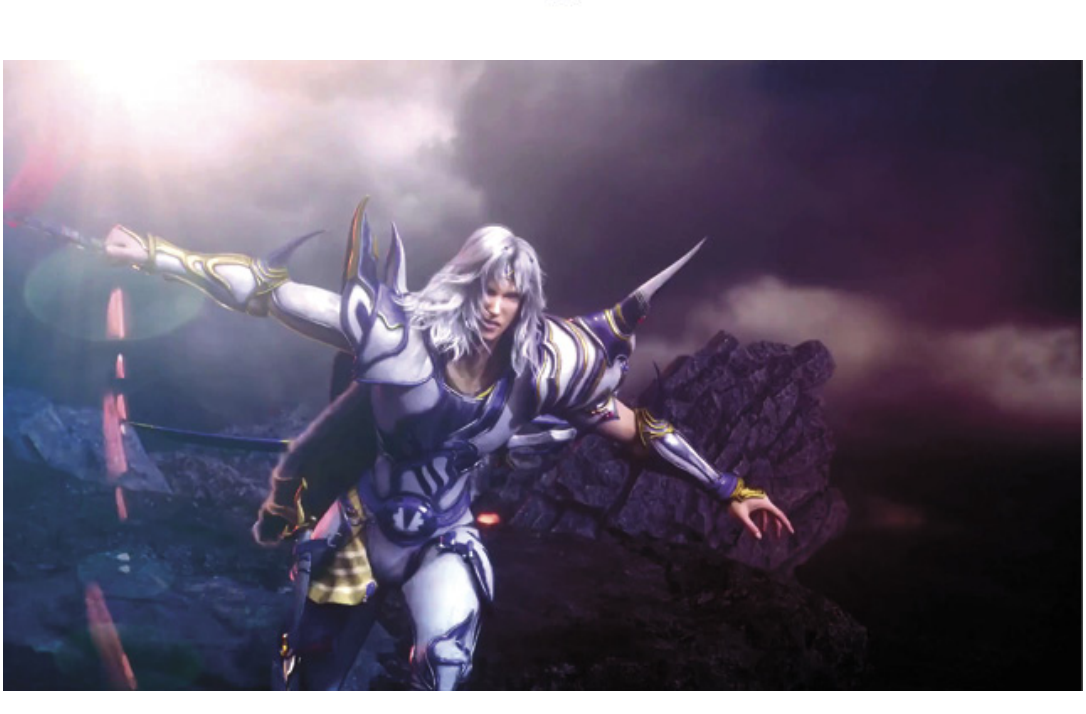
Arsenal III

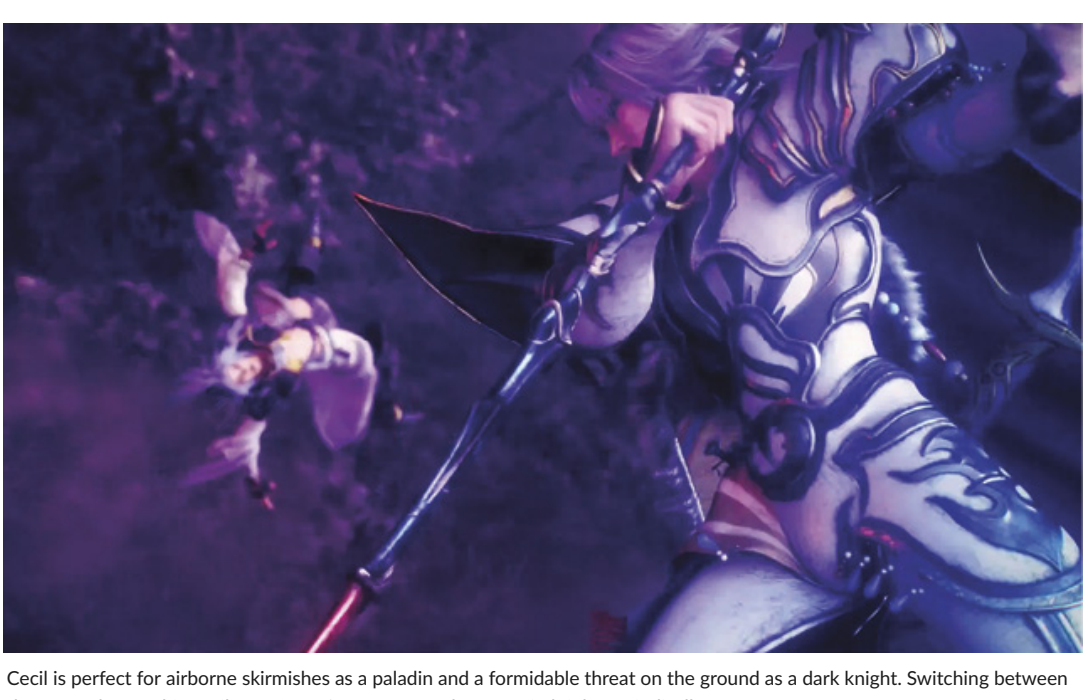


Characters

Cecil Harvey

VANGUARD



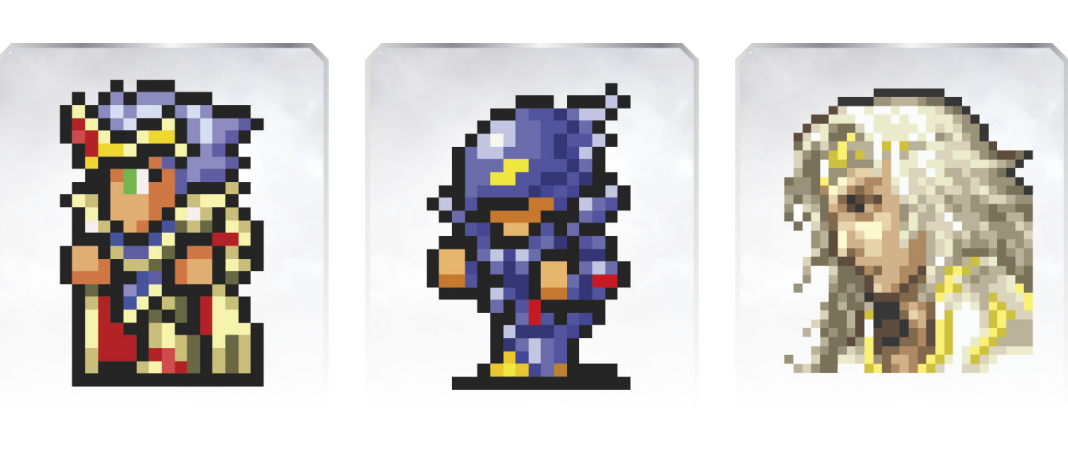


Cecil is perfect for airborne skirmishes as a paladin and a formidable threat on the ground as a dark knight. Switching between the two enhances his attributes for a time, so remember to switch jobs periodically.

Original Appearance: *FINAL FANTASY IV*

Year: 1991

Role: Cecil was once a captain for the Kingdom of Baron's Red Wings, an elite air force increasingly notorious for severely curtailing the lives of anyone standing in the way of their lust for crystals. Cecil's own conscience intervened just as circumstances also did, cutting him off from his homeland and command and setting him on a quest of redemption and discovery that would ultimately go to the moon and back. There turns out out to be much more to the dark knight who became a paladin than his history as a repentant enforcer.



Other Noteworthy Appearances: *FINAL FANTASY IV: The After Years* (2009), *DISSIDIA FINAL FANTASY* (2009), *DISSIDIA 012 FINAL FANTASY* (2011)

ARSENAL

BRAVERY ATTACKS: PALADIN

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Light Slash	Grounded	● > ●	128, 96+ 192 (416)	0.5	Pop your foe up a bit with a single checking slash, then launch them farther with a spinning sword slash.
Radiant Wings	Airborne	● > ●	64x2+ 80, 48x3+ 208 (560)	1	Barrel-roll into your foe and slice through them in a crisscross pattern.
Sacred Cross	Airborne	↑ + ● > ●	192, 352 (544)	0.5	Knock an opponent higher in the air with a powerful blow, and send them crashing to the ground with another.
Saint's Fall	Airborne	↓ + ● > ●	48x3+ 80, 48x2+ 224 (544)	0.5	Attack with a quick downward thrust, followed by an upward charge.
Searchlight	Dashing (Grounded & Airborne)	●	64x5 (320)	2.5	Cast a spherical set of arcane circles that emit five orbs of damaging light.

BRAVERY ATTACKS: DARK KNIGHT

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Shadow Bringer	Grounded	● > ● > ●	160, 160, 240 (560)	0.5	Slash your opponent with two powerful blows and charge into them, sending them flying.
Dark Bane	Grounded	↑ + ●	512	1	Brandish your weapon and send a wave of darkness toward your foe.
Abyssal Gate	Grounded	↓ + ●	448 / 480 / 512	2.5	Spawn a dark void that draws in any surrounding foes before exploding.
Nightfall	Airborne	● > ●	64x2, 48x2+ 144 (368)	0.5	Cut through your opponent with two horizontal slashes before plummeting to the ground with your enemy in tow.
Gravity Orb	Dashing (Grounded & Airborne)	●	448	4	Launch a magic projectile that slowly pursues your opponent.

HP ATTACKS

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Luminous Blast	Paladin	■	96, 48x3 (240)	1.5	Conjure a fast-moving orb of light that shortly explodes.
Tenebrous Blast	Dark Knight	■	96, 48x3 (240)	3.5	Hurl an orb of darkness that slowly pursues your foe and eventually explodes.
Paladin Force	Anytime	■	48x2, 32, 64, 32, 64 (288)	1	Switch to paladin, beset your target from in close with a spell, and attack with your sword.
Soul Eater	Anytime	■	32x3, 64 (160)	1	Switch to dark knight and run your foe through from close range with the power of darkness.
Holy Flame	Paladin	■	—	2	Create a pillar of light that restores your HP and damages your foe.
Dark Flame	Dark Knight	■	—	3.5	Sacrifice HP to create a pillar of darkness.

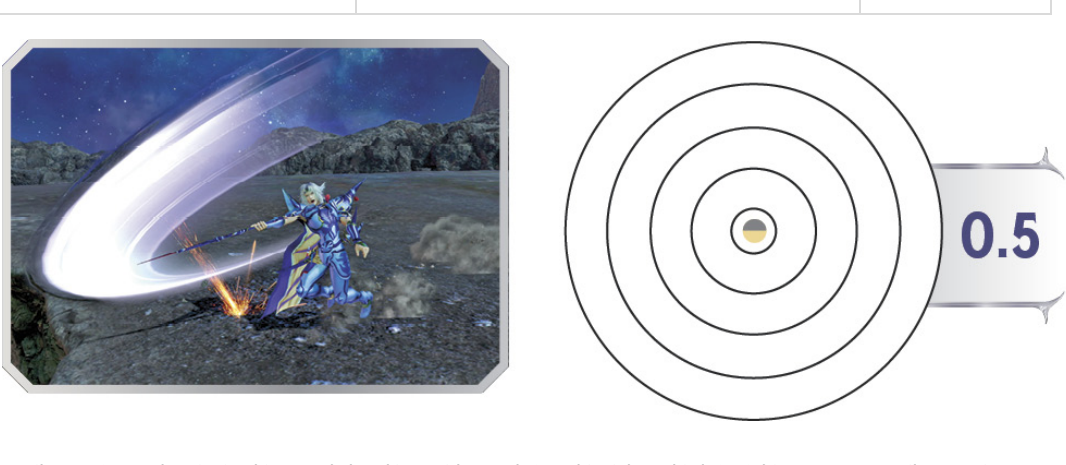
EX SKILL

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Change Jobs	Anytime	△	—	—	Switch from paladin to dark knight (or vice versa), temporarily raising your attack and defense. Both attributes gradually return to their base values.

PALADIN BRAVERY ATTACK BREAKDOWN

LIGHT SLASH

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ● > ●	128, 96+ 192 (416)	—



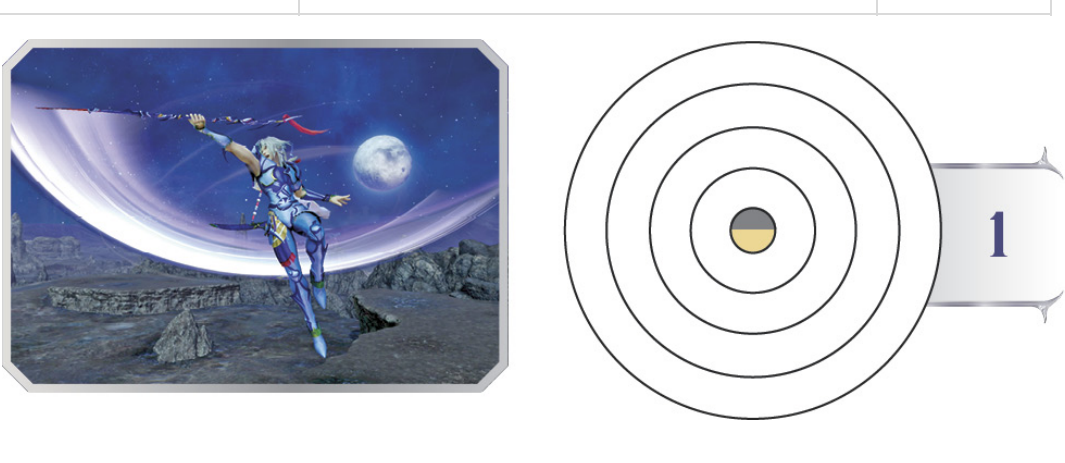
Cecil steps forward, swinging his sword ahead in a wide swath from his right to his left. If this connects, Cecil can spring forward, whirling his sword back the other way and smacking his opponent twice more, sending them flying a short distance.

In paladin form, Cecil's grounded arsenal is limited to Light Slash. This is a functional enough ground combo, which knocks the opponent a short distance away at the end, allowing for immediate pressure with a dash cancel after them. A combo follow-up may be possible if they splat against a wall, or if they simply don't recover quickly.

If the initial swing misses, evasion cancel away from nearby enemies to recover more quickly and possibly dodge retaliation.

RADIANT WINGS

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ● > ●	64x2+ 80, 48x3+ 208 (560)	—



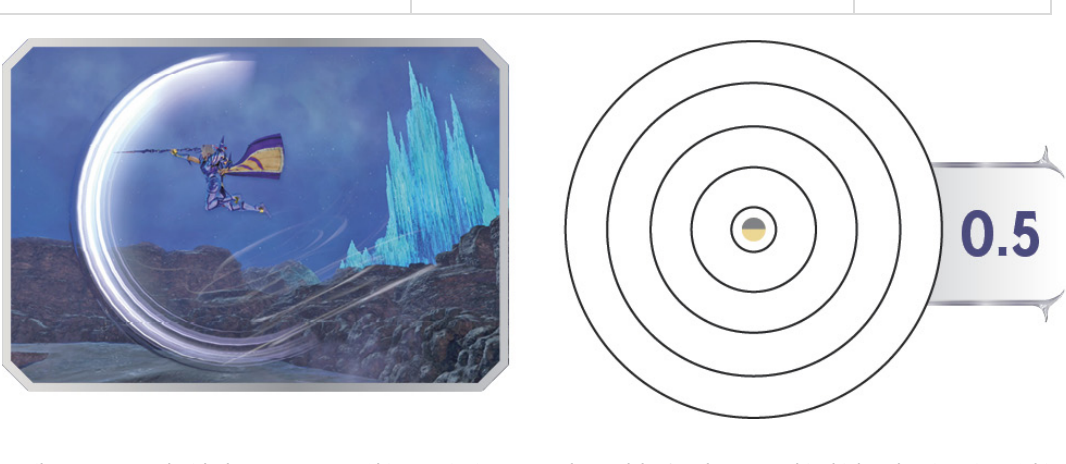
Starting off the ground, Cecil whirls toward the target suddenly with a triple slash. While Cecil can't track sharply up or down with this attack, anyone relatively level with him will get clipped, and from surprisingly far away for an airborne melee strike. If any of the three slashes connects, Cecil can transition into a high-flying finisher, zipping to smack them on all four sides and send them hurtling down and away.

Paladin Cecil is at home in the air, and Radiant Wings is the cornerstone of his airborne rushdown. The range and speed are excellent, and if any of the first three slashes hits, the follow-up is assured with another ● press.

A wall-rush opportunity can easily arise if Radiant Wings slaps an opponent into a vertical surface. Both stages are multi-hit, which gives nearby allies plenty of time to tack on their own combo attacks. With very coordinated friends in two-on-one situations, attack with airborne ● alone, trusting your allies to keep the pressure going, hit or guarded.

SACRED CROSS

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ↑ + ● > ●	192, 352 (544)	—



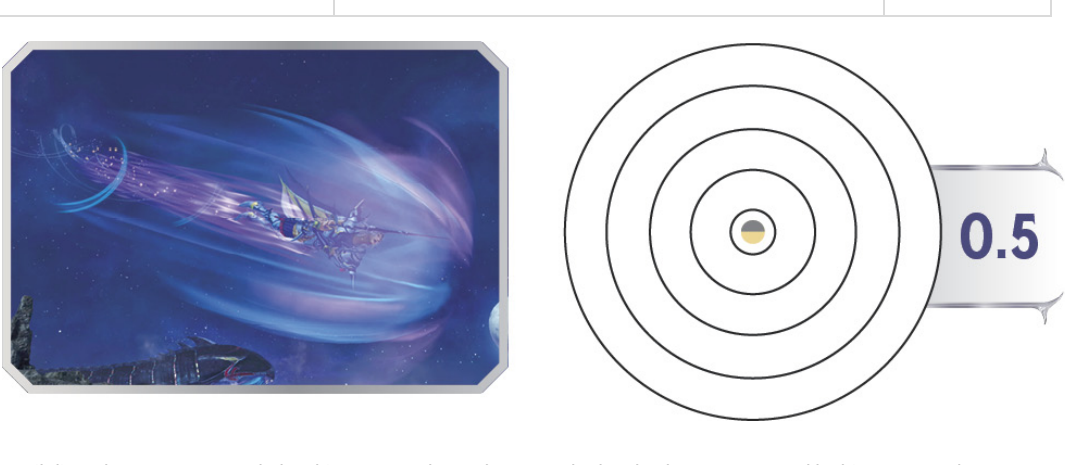
Cecil erupts upward with the momentum of his upswinging arm and sword, letting them carry him higher than jumping. If this sword uppercut hits, Cecil can follow up with a backhand smash that sends opponents flying back down to earth. Dash canceling straight in after them allows for continued pressure, or even a combo.

The sword-uppercut portion really does carry Cecil a bit higher than a jump, so this can help him climb and stall in mid-air, much higher and longer-lived than most other vanguard characters who can't do better than double-jumping and dashing. Jump > air ↑ + ● > double-jump > air ↑ + ● is functionally a quadruple-jump, with a full dash gauge left for high-altitude maneuvering.

While the sword swipe tends to miss against foes on an even plane with Cecil, it has terrific reach against anyone diagonally above him. This attack easily shoots down higher fliers, and surprises enemies standing on platforms or near ledges, unaware that Cecil is just below them, out of sight off the edge. Sacred Cross accounts for any enemy above Cecil that Radiant Wings would miss.

SAINT'S FALL

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ↓ + ● > ●	48x3+ 80, 48x2+ 224 (544)	—



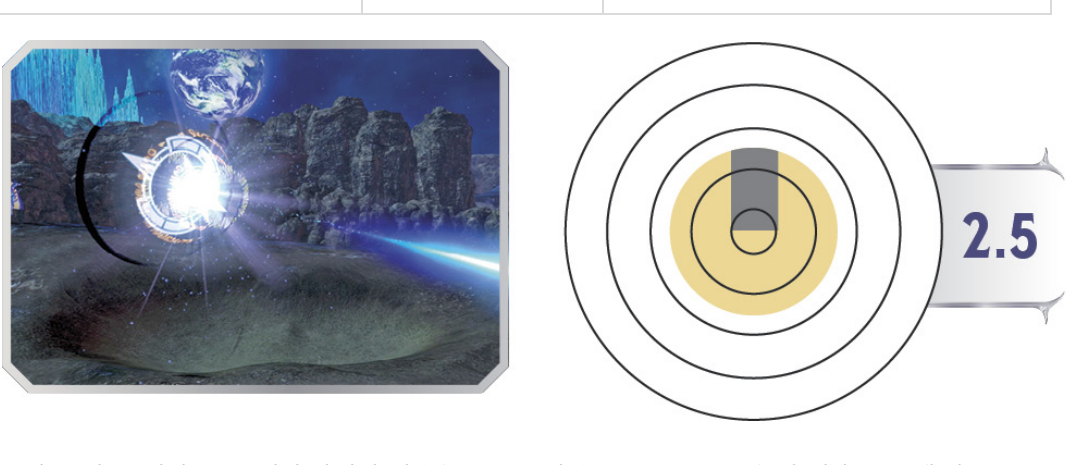
Cecil dives down at an enemy below him, arms and sword outstretched, a shockwave generated by his passage. The shockwave through the air means this attack hits a little better than it looks. It's not just the sword's tip; it's more like Cecil himself is a projectile. On a successful hit, Cecil redirects his momentum and rebounds up into the victim, launching them a huge distance away.

While the lateral reach of Saint's Fall is half a minimap circle, making it seem like a short-range move basically, the diagonal reach is very good. Cecil can double-jump to max altitude and still hit the heads of standing characters from a generous distance away. While Radiant Wings gives huge lateral range in mid-air and Sacred Cross serves as anti-air above, Saint's Fall is good for most angles under Cecil. He adjusts the angle to be steeper if someone is close underfoot, but he can't aim Saint's Fall straight down, so it may miss from double-jump height against someone directly below.

The angle of attack (death from above, ideally against unsuspecting targets), the speed of the combo (it's over very quickly), and the result (it launches the victim farther than Cecil's other combos) make this great for breaking up enemy clusters. With some backup, of course, target a duo or trio and move above into attack range, looking to Saint's Fall one of them away. If possible, change targets right before dive-bombing one of them opportunistically so they don't have much notice from the red target line.

SEARCHLIGHT

COMMAND	BRAVERY DAMAGE	NOTE
Dashing (Grounded & Airborne) ●	64x5 (320)	Projectiles don't make enemies flinch.



Cecil cuts short a dash to cast a holy glyph that briefly spins in mid-air near a target, emitting five light projectiles before vanishing.

Searchlight has two big weaknesses. The first is that, while the glyph itself has good range for its initial placement, the light projectiles it ejects have relatively limited range. They're almost like an extended melee attack from wherever the glyph first appears. So Searchlight is great to drop into groups who are preoccupied, or in cramped quarters like in *FFVII*'s Midgar, but it doesn't do any good against someone dashing across an arena, who will quickly vacate the glyph's range.

The second weakness is that Searchlight is that rare attack that doesn't make enemies flinch. They're heavily incentivized not to let the projectiles hit them because they shouldn't want Cecil's team to build up Bravery, but Searchlight doesn't interrupt their actions. So you can't drop Searchlight and expect that it will set up a combo for Cecil, nor that it might save Cecil or his teammates if they start getting hit, the way some delayed projectile attacks can. Searchlight is strictly for creating annoyances on the fringe and building Bravery.

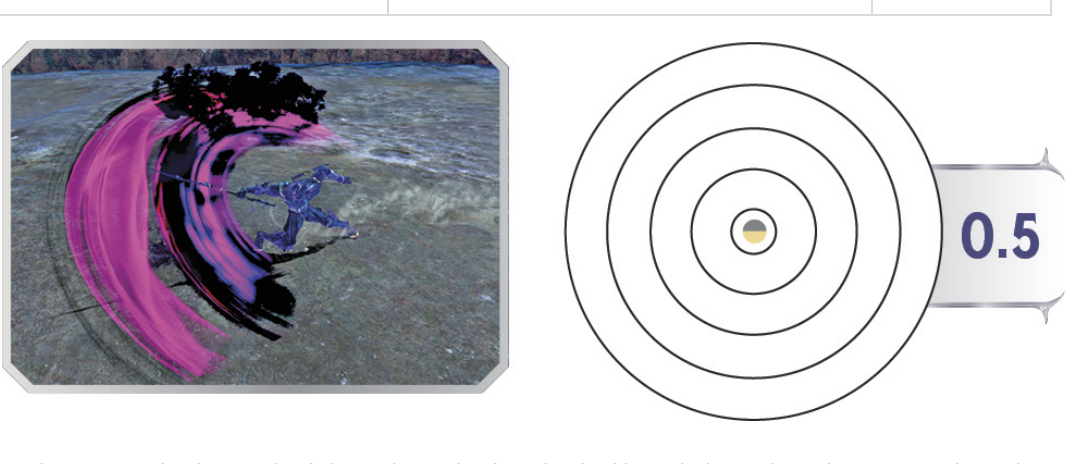
But with those caveats aside, this is a unique way to build up Bravery and annoy opponents. The rest of Cecil's paladin attacks are high-commitment and move him closer to danger, but this one can be thrown out cavalierly from safety, and should be. On top of being used to pepper the edges of enemy groups, coaxing reactions from them, and piling up Bravery safely, Searchlight is also a great tool to drop to chip away at summoning cores without occupying too much of Cecil's time.

If you evasion/dash cancel from Searchlight and try to cast another glyph too quickly, nothing will happen. Evasion cancel immediately after dropping Searchlight to get to your next action or position faster, but wait until the first Searchlight disappears naturally before casting another one.

DARK KNIGHT BRAVERY ATTACK BREAKDOWN

SHADOW BRINGER

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ● > ● > ●	160, 160, 240 (560)	—



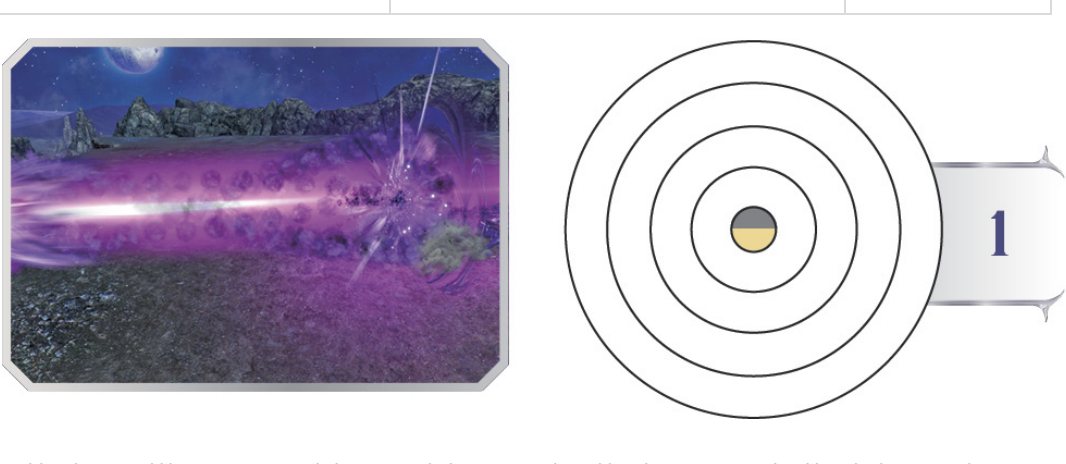
Cecil steps forward and sweeps his dark sword from ahead past his shoulder to the left, ending at his rear foot. If he catches prey in this cross-body slash, he can follow with up to two powerful combo hits. The third hit is a harpoon thrust that launches the victim a tremendous distance backward on hit, easily smashing them against any wall in the way.

While paladin Cecil rules the skies, mostly with lengthy sword slashes, dark knight Cecil stalks the ground, mostly with far-reaching, dark projectiles. This is his ground-based melee combo, sporting short range but great power and flexibility.

With allies in reach, use the first two swings as a hit-check, staggering the enemy and letting them continue the combo (perhaps trading it back to Cecil after he recovers from Shadow Bringer's second swing). In advantageous situations, it's better to keep enemies around and continue piling up on them, rather than knocking them far away and giving them a chance to breathe. But if allies are preoccupied, let it rip, especially to break up coordinated enemy groups. Blast someone away and immediately redirect attention to someone else nearby, while taking stock of ally locations.

DARK BANE

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ↑ + ●	512	—



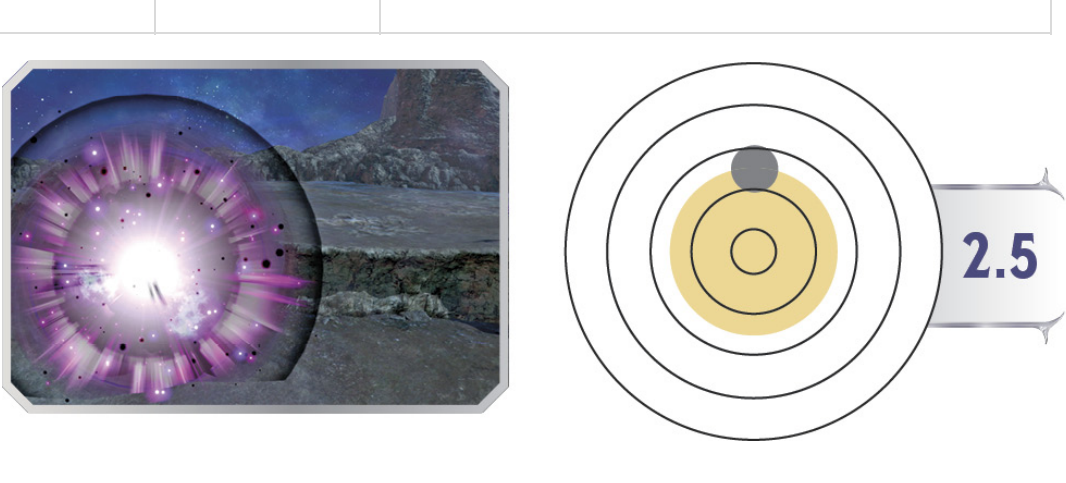
Holding his sword like a cannon, Cecil charges up dark energy and quickly releases it in a pulse, like a high-powered energy slug. It travels rapidly out to its max range, walloping any foe in the way and punting them across the arena.

For a single hit that travels so quickly, Dark Bane deals incredible Bravery damage and tosses the victim clean out of relevance to the local battlefield. This is as close as anyone gets to having a close- to mid-range shotgun. It's a big part of Cecil's ground domination as dark knight, and his power as a tank and rallying point for allies. The single heavy, quick hit is also great for smashing a summoning core hard.

The only weakness to Dark Bane is that it doesn't angle upward to hit enemies high off the ground, or right above Cecil.

ABYSSAL GATE

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ↓ + ●	448 / 480 / 512	3 stages of charge. Charging affects damage and range. Draw-in range: 1.



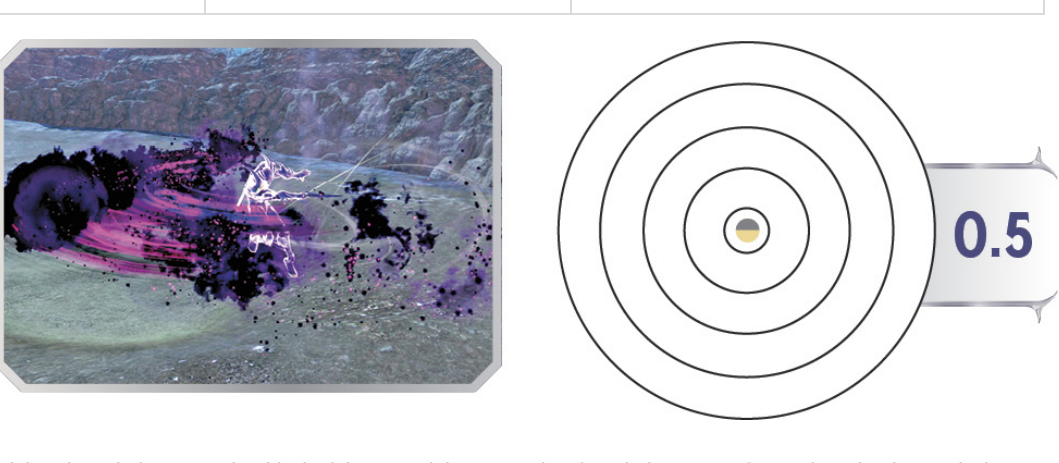
Cecil beckons a gathering dark void around the target (or as close to the target as possible, if it's out of range). The dark energy sucks in enemies nearby before exploding after a second, harming anyone within the blast radius.

Abyssal Gate can be charged for a slightly longer draw-in period, increased range, and more Bravery damage. Typically, it's better to drop it, evasion cancel forward, and get back to adding in more projectiles quickly instead of building for a slightly stronger hit.

While Abyssal Gate is easy for enemies to see coming, and to dodge, it's one more obstacle on the battlefield for them to deal with—advantageous in certain situations. Weaving in Abyssal Gate with Gravity Orb casts allows Cecil to contribute to skirmishes in the sky nearby, outside the range of Shadow Bringer and Dark Bane. From mid-range, after executing Abyssal Gate and dash canceling forward, Cecil might be in range to juggle them immediately with Gravity Orb for an incredibly strong two-hit sequence.

NIGHTFALL

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ● > ●	64x2, 48x2+ 144 (368)	Returns to ground on second hit.



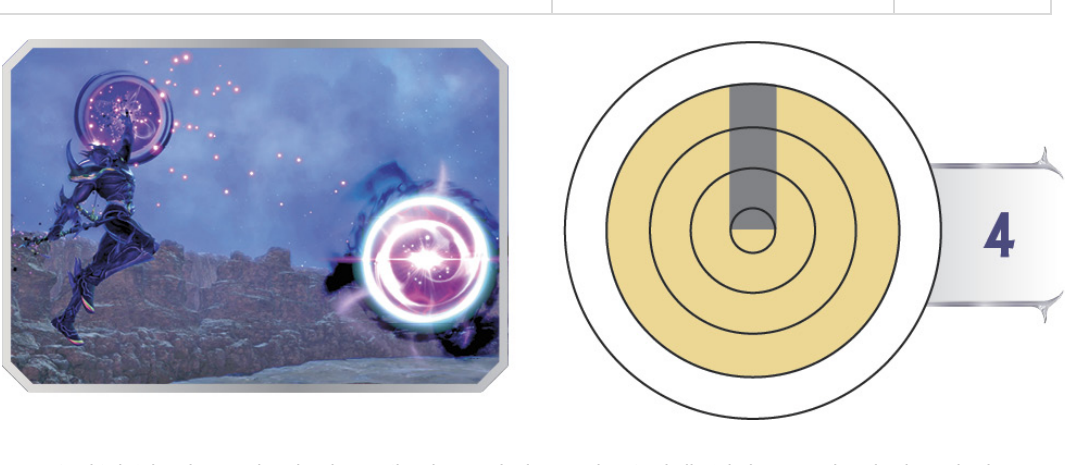
Gliding through the air, Cecil suddenly slides toward the target a bit, then slashes twice—first to the right, then to the left—cutting a broad fan directly in front of him and scorching the air with his dark blade. After the initial two hits, he flips forward and drags the target to the ground, slamming the earth with a violent shockwave that launches them away and can hit anyone else nearby.

If there's no one to cut in the way, Cecil simply whiffs the two swings harmlessly. Evasion cancel to regain control more quickly after the second one (or guard cancel to fall straight down to the ground, where dark knight Cecil is more effective). If following through with the full combo, dash cancel after the ground-pound to chase the victim and keep up the attack.

Nightfall doesn't have any vertical flexibility, so it'll miss targets who aren't on an even plane with Cecil. Try his HP Attack to shoot at different angles in mid-air, or switch jobs to paladin.

GRAVITY ORB

COMMAND	BRAVERY DAMAGE	NOTE
Dashing (Grounded & Airborne) ●	448	—



Sweeping his left hand upward to the sky, Cecil gathers and releases a homing ball of dark energy that slowly tracks the target for about three seconds. If it hits the enemy, it'll knock them down, dealing respectable Bravery damage.

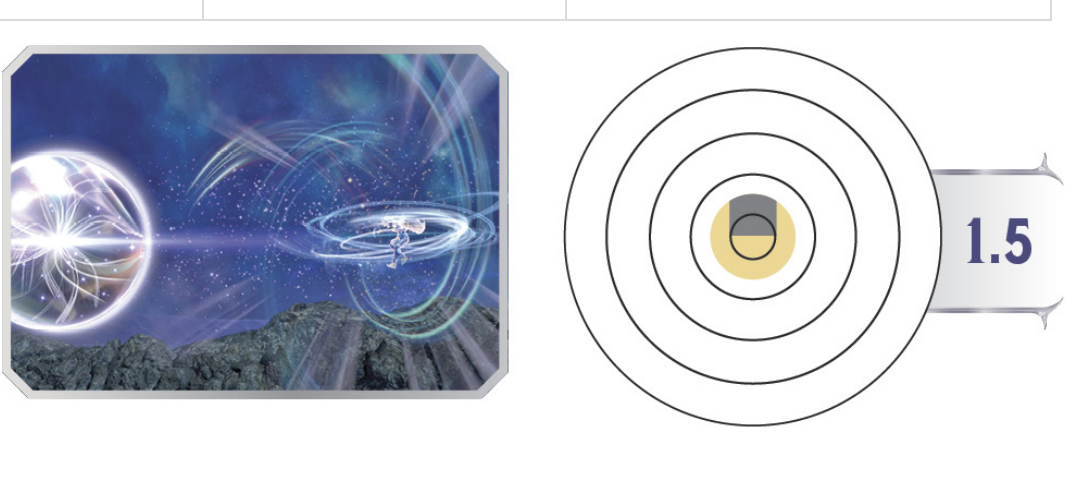
Whether dark knight or paladin, Cecil's dashing attack is a projectile designed for harassment. Gravity Orb has massive range and lasts a long time. Like Abyssal Gate, it's unlikely to fool many adversaries on its own, but it's great to put up as part of a smokescreen of projectiles in a group-on-group stalemate, or to pile on threats for a foe already under assault by teammates. Its long reach and slow travel speed also make it perfect for rushing in behind as a kind of moving piece of cover for Cecil. Get close enough when it hits someone, and combos immediately afterward are possible.

Throwing Gravity Orb while another casting is already on-screen causes the first orb to evaporate instantly.

HP ATTACK BREAKDOWN

LUMINOUS BLAST

COMMAND	BRAVERY DAMAGE	NOTE
■	96, 48x3 (240)	Only available as paladin.



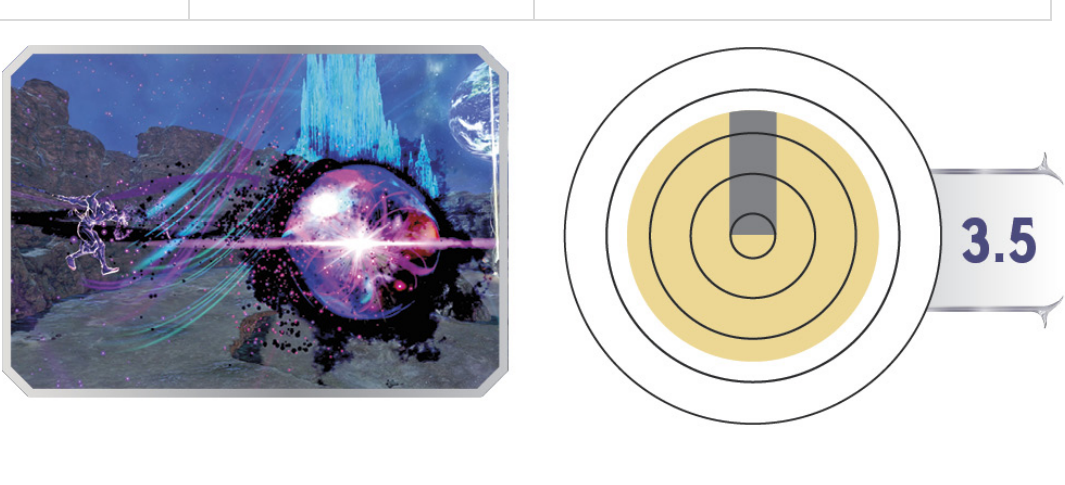
After striking a pose with his holy sword, Cecil twirls in place and flings out a shimmering holy sphere that travels for a second before exploding. Anyone caught in the wake of the traveling sphere or its expanding holy explosion is softened up by several minor Bravery blows before eating the HP damage due.

With decent range and a good area of effect, Luminous Blast is easy for Cecil to apply. Throw it at enemies bouncing off ground slams or reeling from wall rushes; throw it into distracted, dogfighting groups; throw it from the edge of group standoffs.

When the Job Change buff is active, Luminous Blast gains a mild draw-in effect, helping it nail foes.

TENEBROUS BLAST

COMMAND	BRAVERY DAMAGE	NOTE
■	96, 48x3 (240)	Only available as dark knight.



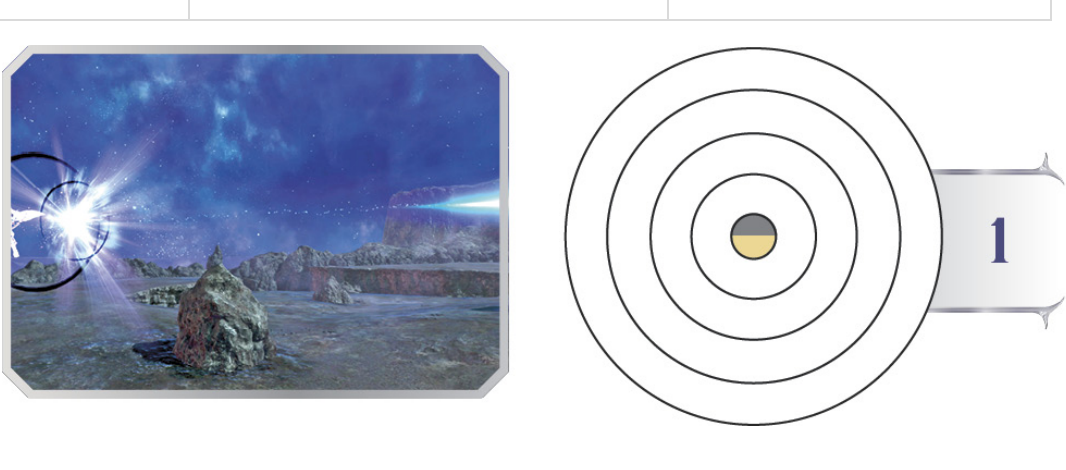
This is the dark knight counterpart to Luminous Blast. Cecil strikes a pose with his dark sword, then whirls around and unleashes an extremely slow, long-lasting orb of dark energy. This deadly globe lasts for 10 seconds before it explodes, expanding as it dissipates. During this time, it lazily tracks whoever was targeted, unless it's intercepted by an equally powerful spell or slaps into a wall or background object.

Tenebrous Blast is like an amped-up version of Gravity Orb and should be used accordingly in tandem with it, if choosing this HP Attack. Ten seconds is an eternity in the game, plenty of time to do lots of other stuff in between releases of Tenebrous Blast. While the orb glides toward the prey, send Gravity Orbs and Abyssal Gates in too, or charge in to use Dark Bane, or go for direct melee attacks.

If you shoot Tenebrous Blast, then do it again, the first Tenebrous Blast will disappear. But you can use Tenebrous Blast to set up cover for paladin Cecil, then perform other HP Attacks too, by job-changing right after its release. Chase in the dark projectile as the light knight, flying in with his superior air attacks; you can even put Luminous Blasts on-screen while Tenebrous Blast continues its languid travel!

PALADIN FORCE

COMMAND	BRAVERY DAMAGE	NOTE
■	48x2, 32, 64, 32, 64 (288)	Switches to paladin.

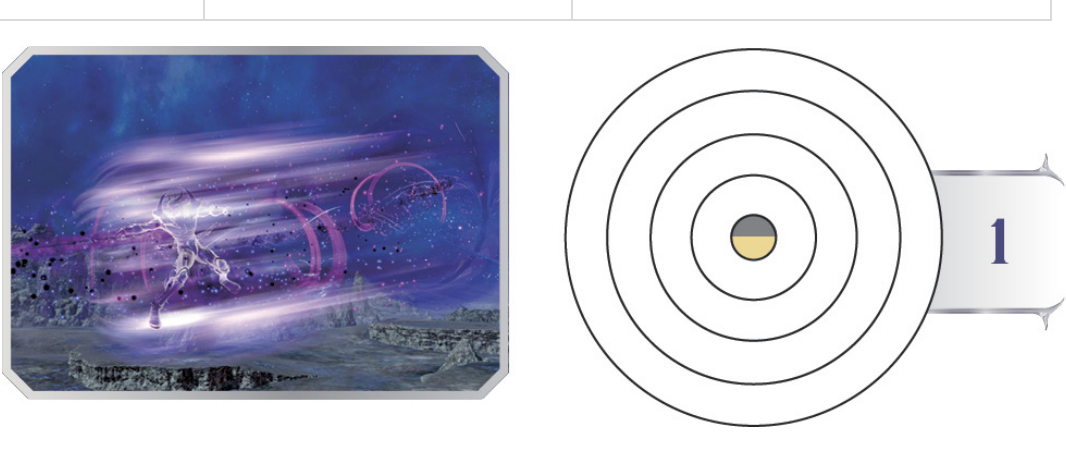


Cecil instantly swaps to paladin (if he's not in paladin mode already) and charges a glyph on his left hand. After a second he hurls it forward, and it zips across close range almost instantly. If it hits the enemy, Cecil pulls himself in to their location and executes an intricate rising combo, building up extra Bravery before slamming the enemy down with HP damage in the finale.

While Cecil charges up Paladin Force, he's vulnerable to interruption, but once he hurls the little energy ball, he'll overpower incoming Bravery Attacks. Paladin Force is straightforward to apply, whether tacked onto ally combos and wall hits, used as bait, or as a poke with decent (if not exceptional) range. And of course, it's tailor-made for players who prefer to stay in paladin mode as much as possible.

SOUL EATER

COMMAND	BRAVERY DAMAGE	NOTE
■	32x3, 64 (160)	Switches to dark knight.

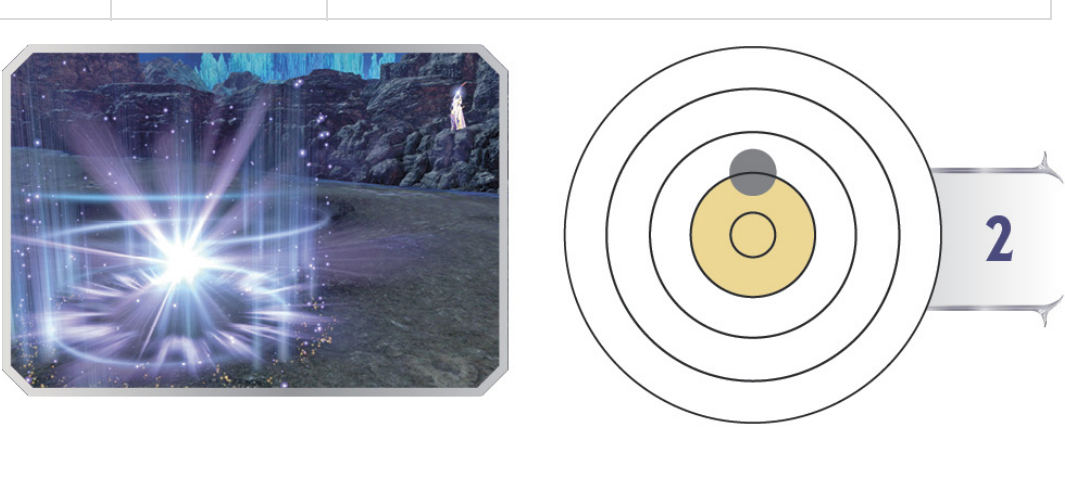


Cecil shifts to dark knight form (if he's a paladin) and surges forward with a midsection sword thrust, which transitions into a short, powerful blowback combo on a successful hit. The short, sweet combo of body blows builds up a bit of extra Bravery before the HP slam (though not as much as Paladin Force).

Like Paladin Force, Soul Eater can get interrupted while Cecil gathers strength, but once he's charging forward, he'll win if he encounters other melee attacks. It's less safe to use freely like Paladin Force, since Soul Eater turns Cecil into a sword-tipped, shoulder-checking projectile, while Paladin Force allows Cecil to hang back and toss small orbs of energy. It does, however, suit players who want to mostly stick to a ground-based dark knight game.

HOLY FLAME

COMMAND	BRAVERY DAMAGE	NOTE
■	—	Only available as paladin. On hit, restores HP amount equal to 3/10 Bravery.



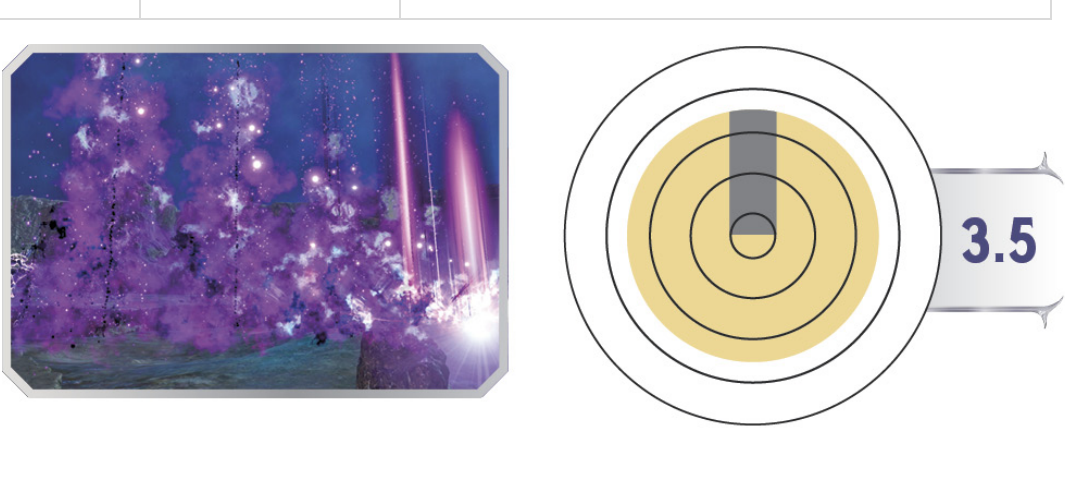
Cecil raises his sword aloft and then spikes it down before him, starting a gathering of holy magic around the target (if the target's too far, then as close as possible to the target). After a moment, the gathering forces of light burn off in a series of explosive blue pillars. Any of these suffices to hit the enemy and sear them with HP-erasing holy damage.

All told, there are eight flaming blue pillar eruptions occurring for about one second. Like many similar attacks, Holy Flame is easy for enemies to see coming—the gathering light telegraphs it—but they might be otherwise occupied or accidentally move into the radius while dueling some other opponent, or the HP Attack might be used to combo after an ally from mid-range, and so on. Holy Flame doesn't just deal damage, though. It also cures some of Cecil's HP, in an amount equal to three-tenths (rounded down) of the Bravery accumulated when Holy Flame hits. With 3500 Bravery in hand, it's easy to see what a turnaround a Holy Flame hit can make, not only possibly knocking someone out instantly and scoring the team a point, but also healing Cecil for over 1000 HP—a meaningful chunk.

It's worth noting that, unlike Dark Flame and other direct projectiles, Holy Flame isn't blocked by pillars, walls, or other obstacles, and can be targeted at the other side of impediments.

DARK FLAME

COMMAND	BRAVERY DAMAGE	NOTE
■	—	Only available as dark knight. Costs 400 HP per cast.



Cecil plunges his dark sword before him, and a series of dark pillars erupt in a rapid, treacherous path that snakes to follow the target if necessary. Any hit scorches the target with HP damage.

There's no extra Bravery damage before Dark Flame, but the speed and range of the attack more than make up for it. This is one of the strongest HP Attacks in the game, forcing the other team to respect its presence. Nine dark pillars erupt in total, reaching from Cecil to long range in a couple of seconds. This can easily overtake enemies who are busy paying attention to something else.

There's a unique caveat to this move's power. Every cast saps 400 HP from Cecil's health pool. Frivolous use of Dark Flame is both scary for the other team, and quickly dangerous for Cecil himself. One solution is to swap back to paladin and go for Holy Flame absorptions to replenish the lost HP. Cecil can still cast Dark Flame with less than 400 HP available. He'll be reduced to 1 HP, but the attack will still do full damage.

EX SKILL BREAKDOWN

CHANGE JOBS

COMMAND	BRAVERY DAMAGE	NOTE
△	—	30-second cooldown. Starts 30-second + 25% attack/+ 12.5% defense buff. Degrades (-5% attack, -2.5% defense) every six seconds until expired.

In *FINAL FANTASY IV*, the characters' personalities were driven by their vocations. Cecil exemplifies this with his journey from the dark to the light, growing from dark knight terror to paladin redeemer. In the world of Spiritus and Materia, Cecil can shift between his identities on a whim (cooldown pending!).

After changing jobs with his unique EX Skill, Cecil gains an attack and defense buff that lasts for 30 seconds but decays in effectiveness every 6 seconds. It starts at full strength (+ 25% attack, + 12.5% defense) and diminishes bit by bit, leaving Cecil at normal power before the timer runs out. The cooldown for Job Change is also 30 seconds, so it's possible to keep the buff active almost all the time.

Cecil has one second of windup after the button press before he swaps jobs. During this period, he can be interrupted by attacks, which both prevents his job-change attempt and wastes his EX Skill, forcing him to wait for the cooldown timer again. This means you'll want to be cautious about risking a job change near enemies. However, immediately after the one-second windup, Cecil not only changes jobs but also becomes invincible for 1.5 seconds! Change Jobs also grants Luminous Blast a mild draw-in effect.

Thanks to the invulnerable period, with good timing (or dumb luck!), Change Jobs can be used to dodge and pass through incoming attacks. This is most applicable intentionally against big incoming marksman-style projectiles, like some HP Attack shockwaves. While these might be extremely threatening attacks, they also have extremely reliable timing, allowing you to time the invincible portion of Change Jobs (the second half, basically) for when the projectile arrives. This can also be an effective tool for dodging summoned guardian strikes. (Something like Cecil's own Luminous/Tenebrous Blast that moves slowly and/or explodes, splashing a bigger area, is not a good candidate for this kind of precise dodging, since the hurting portion lingers too long.)

BATTLE PLAN

With the ability to Job Change between distinctive interpretations of the vanguard role, Cecil is like two characters in one.

When selecting Cecil, follow the key prompt to choose whether he begins as paladin or dark knight. Both are viable and bring their own set of strengths to the team. Weaving between them is what makes Cecil unique. Choosing which to start as, and how and when to swap between them, is up to you.

Paladin dominates the air as an aggressive, melee-centered vanguard. He's almost an assassin, able to glide around with high mobility and wait for the right moment to swoop in unexpectedly. With his variety of aerial Bravery Attacks, Cecil can strike anywhere nearby in mid-air and stay in flight for extremely long periods for a vanguard (with more height than usual too).

On the ground, paladin Cecil has only one Bravery Attack, an unremarkable combo. There's a trick to using air attacks from a seemingly standing position, though: tap neutral R1 for an air-dash straight at the current target, then immediately perform the desired airborne Bravery move. This adds the tiniest bit of start-up thanks to the preamble rushdown dash, but it's nice for giving paladin Cecil more options at low altitude where he's not supposed to be strong (particularly Radiant Wings and Searchlight as pokes, and Sacred Cross to shoot down fliers overhead).

Dark knight dominates the ground as a real bully of a heavy marksman. Tenebrous Flame and Dark Flame HP Attacks, and Gravity Orb and Abyssal Gate Bravery Attacks, are all tremendously far-reaching, and Dark Bane is the single hardest hit in Cecil's whole arsenal. The cost is that dark knight Cecil is weak in mid-air, with few options besides guarding to fall to the ground quickly and get back to wrecking enemy team cohesion with dark projectiles.

If you greatly favor one job or the other, use Paladin Force or Soul Eater as your HP Attack, accordingly. This means you can pretty much stay in the desired job almost full-time. You can, of course, still change situationally, and to keep the Job Change buff active. (If there's a brief lull in the action around you, use Change Jobs to swap off your preferred job, then immediately whiff the appropriate job-changing HP Attack to morph back. Voilà, you didn't really swap job roles, but you now have buffed stats for half a minute. Keep this up whenever possible.)

If you like both jobs and fluidly swap between them as the situation (and Change Jobs cooldown timer) allows, then you'll probably eventually

settle on Holy Flame/Dark Flame, one of the more novel HP Attack combos in the game. Holy Flame can strike behind walls and replenish Cecil's health, and Dark Flame blankets more arena space in HP-destroying energy than any of Cecil's other HP Attacks. Though this comes at a cost of a bit of his own blood, it's still a very strong attack.

If opting to use Luminous Blast/Tenebrous Blast instead, one sneaky way to force the issue when you have lots of Bravery and want to cash in with a knockout (or when you want to push forward for your team as a projectile-crazy rallying point) is to launch Tenebrous Blast as dark knight, evasion cancel forward, job-change to paladin, then rush forward. Tenebrous Blast will continue chugging along, giving you plenty of time to accompany it with up to three Luminous Blast shots before the dark orb explodes.

Broadly, both classes have similar team functions, though the details differ greatly. In either job, Cecil's damage is above average, and his attacks are a forceful presence, providing a beefy center for assassins and marksmen to coordinate with.

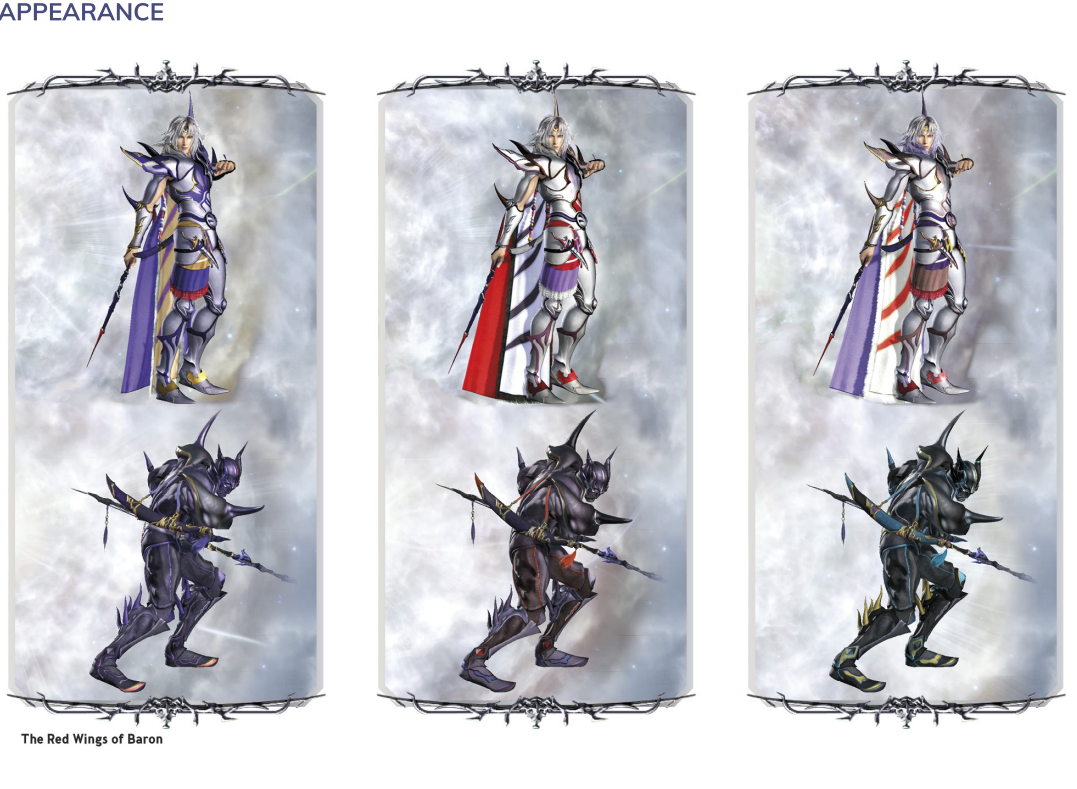
To punt aggressors far away from friends and thin out enemy groups, paladin can use Saint's Fall (aerial ↓ + ● > ●) while dark knight can use Shadow Bringer (grounded ● > ● > ●) and Dark Bane (grounded ↑ + ●). This removes threats temporarily, but also enables more immediate mismatches and two-on-ones/three-on-ones with foes still on their feet.

For projectile harassment, paladin has Searchlight and dark knight has Gravity Orb, both activated with dashing ● (airborne or grounded). Dark knight also has the rest of its arsenal as projectile threats, minus neutral ● melee moves.

Setting up opportunities for allies isn't one of Cecil's outstanding strengths, though he can wall-splat victims with the best of them as either job. As dark knight, consider cutting Shadow Bringer short with only two slashes (grounded ● > ●), keeping opponents close and giving nearby friends a free HP Attack shot. Paladin Cecil doesn't have a chain that's useful to interrupt in the same way, but you can use multi-hitting Radiant Wings (airborne ● > ●) similarly, since they hold enemies briefly during Cecil's long air combo. These tactics are also worth keeping in mind when smacking summoning cores and building up that gauge, since you'll have chances to hand off combos not only to teammates, but also to the massive strikes of summoned creatures.

GALLERY

APPEARANCE



The Red Wings of Baron

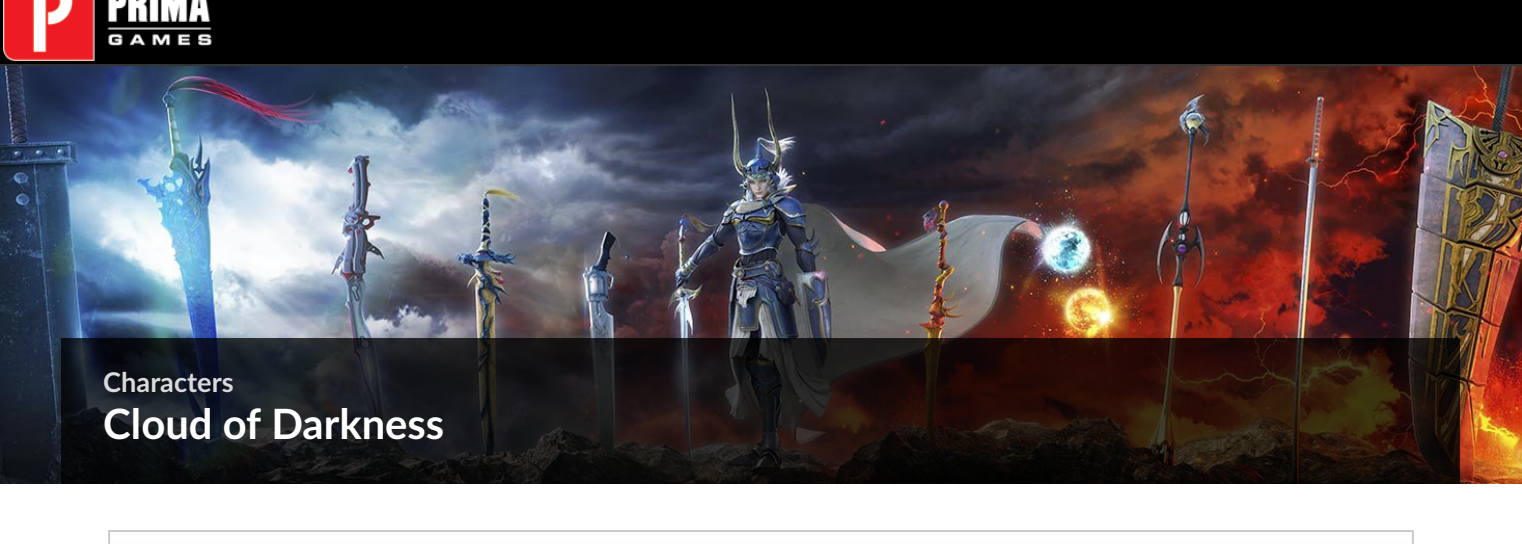
Cecil Reimagined

WEAPONS

Dark Claw/Holy Fang

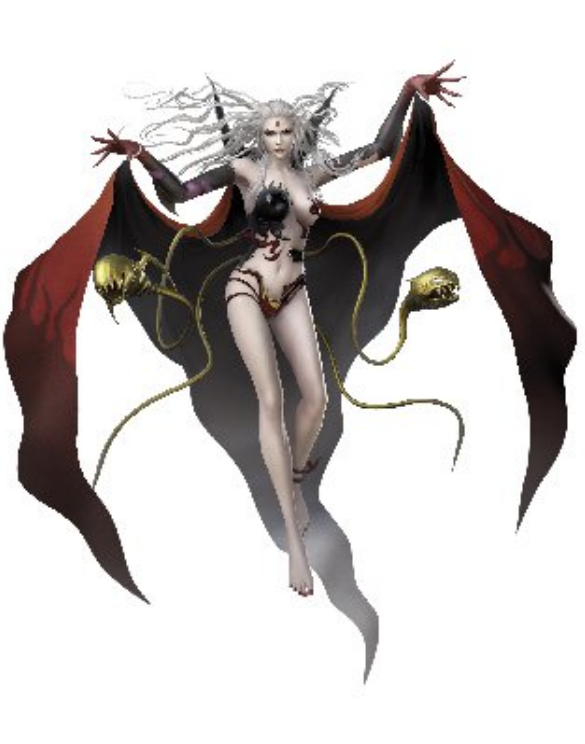
Dark Sword/Lustrous Sword

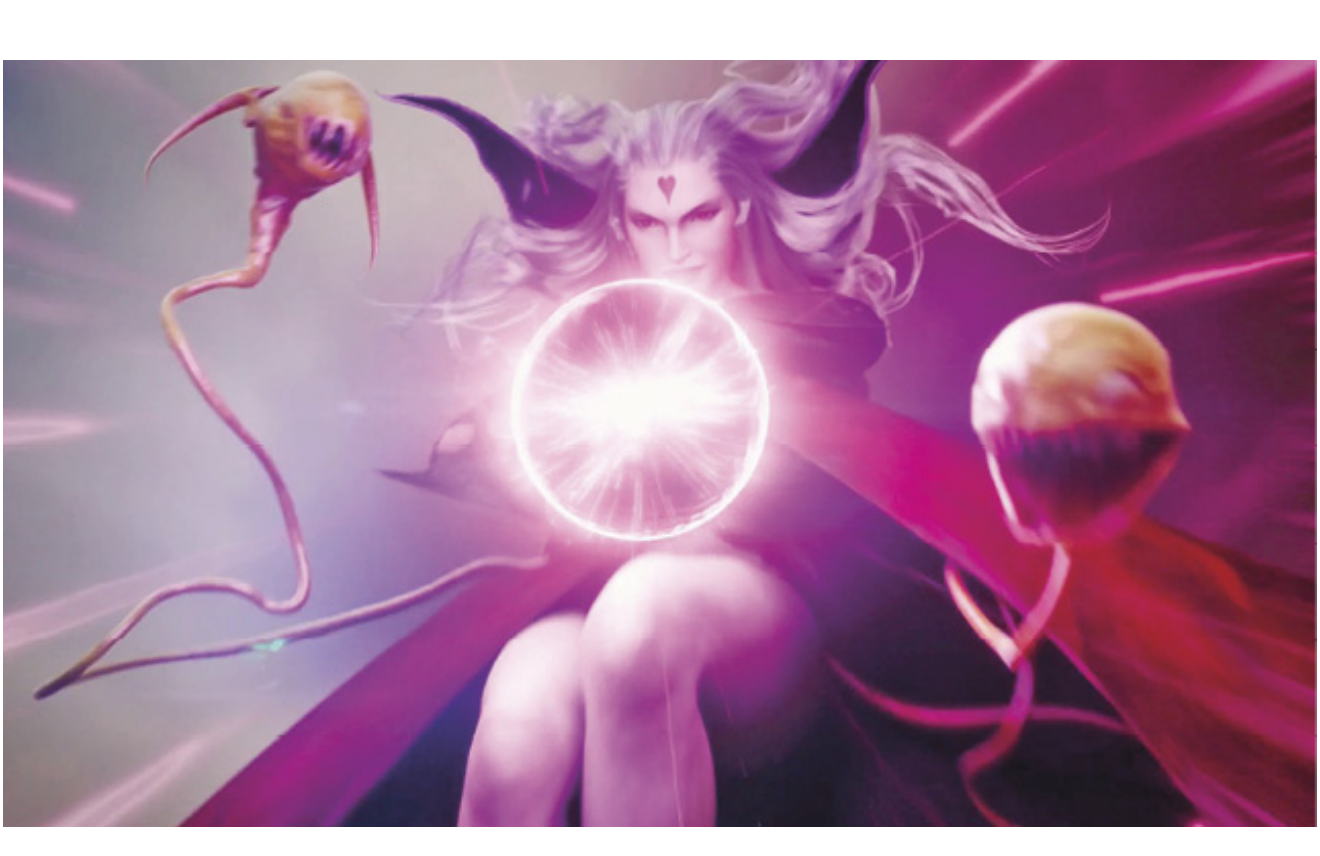
Waxing Crescent/Waning Crescent



Cloud of Darkness

VANGUARD



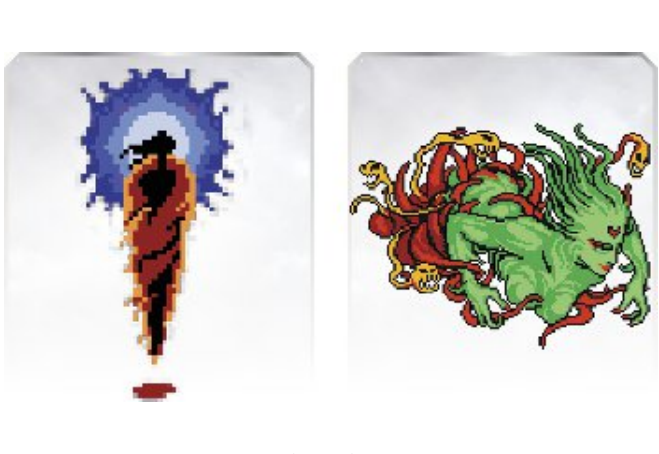


This infernal manifestation terrorizes the battlefield by gathering energy, then emitting destructive beam attacks. Use Umbral Torrent to keep this fiend at its most fearsome and its enemies crying for help.

Original Appearance: *FINAL FANTASY III*

Year: 1990

Role: The wizard Xande is the main adversary of Onion Knight and other Warriors of Light throughout the adventure; only at the end, with Xande finally succumbing, does the entity poisoning him finally appear: the elementally evil swirl of forces known as Cloud of Darkness. Formless and genderless, Cloud of Darkness has no true likeness and chooses to appear as an Amazonian female form draped in a cowl, attacking with sentient, plant-like tendrils.



Other Noteworthy Appearances: *DISSIDIA FINAL FANTASY* (2009), *DISSIDIA 012 FINAL FANTASY* (2011)

ARSENAL

Charged attacks: After 10 seconds, dark energy swirls around Cloud of Darkness, granting a one-time, optional bonus: hold down the command when executing any Bravery Attack to trigger a stronger version of the attack. The effect is usually more damage and knockback on the final stage of the move (meaning you must finish off the chains to get those bonuses), though some moves have other bonuses too, like extra priority.

Use any charged attack, and the 10-second timer begins anew. The bonuses Cloud of Darkness gets for charged attacks are small compared to some characters' bonuses for similar states, but Cloud of Darkness gets the chance to use charged attacks often, and the option isn't lost if hits are taken or uncharged attacks are used.

BRAVERY ATTACKS

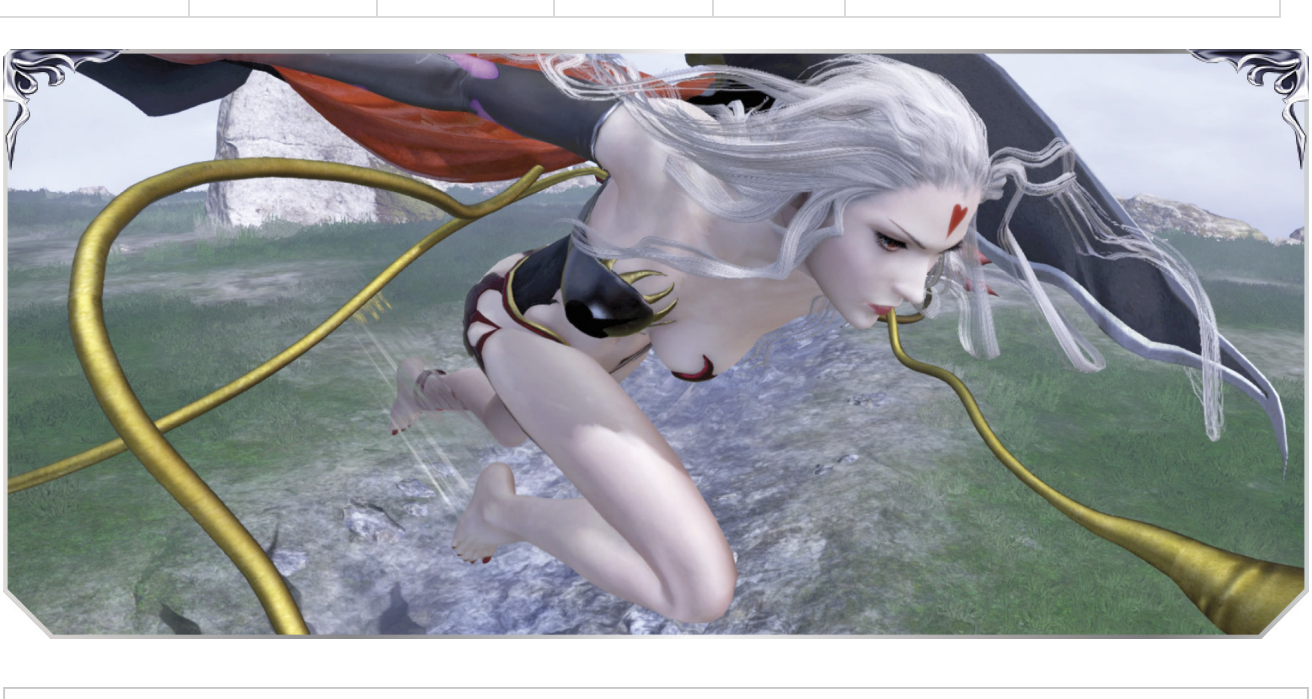
NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Toying Appendages	Grounded	● > ● > ●	144, 144, 256 (544) / 272 (560)	1.0	Swipe the victim with a three-hit tendril combo that batters them into long range.
Appendages of Avarice	Grounded	↑ + ● > ●	96x2, 336 (528) / 352 (544)	1.0	Tendrils reach out to mid-range to drag in prey, swapping sides with them for a walloping hit in the other opposite.
Uncanny Beam	Grounded	↓ + ●	416/432	3.0	Conjure a shockwave projectile attack that uses a series of dark pillars rising from the ground.
Merciful Appendages	Airborne	● > ● > ●	144x2, 256 (544) / 272 (560)	1.0	Perform a three-hit combo in mid-air, which smacks enemies far away on completion.
Appendages of Depravity	Airborne	↑ + ● > ●	64x4, 272 (528) / 288 (544)	1.0	Tendrils extend to pull in enemies from mid-range, setting them up for a devastating follow-up hit.
Induction Beam	Airborne	↓ + ●	160x3 (480) / 176x3 (528)	3.0	Conjure three homing laser orbs and hurl them at the enemy.
Insulating Appendages	Dashing	●	64x4, 208/224	1.0	Dive forward in mid-air headfirst, tendrils attacking in all directions.

HP ATTACKS

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Wide-Angle Particle Beam	Anytime	■	–	1.0	Heave a long wall of energy from mid-range.
Diffusion Particle Beam	Anytime	■	–	0.5	Release beams of energy directly in front of you from close range.
Anti-air Particle Beam	Anytime	■	–	0.5	Release beams of energy into the immediate area directly above you.
High-Speed Particle Beam	Anytime	■	–	2.0	Warp to where your beam lands and create an explosion.

EX SKILL

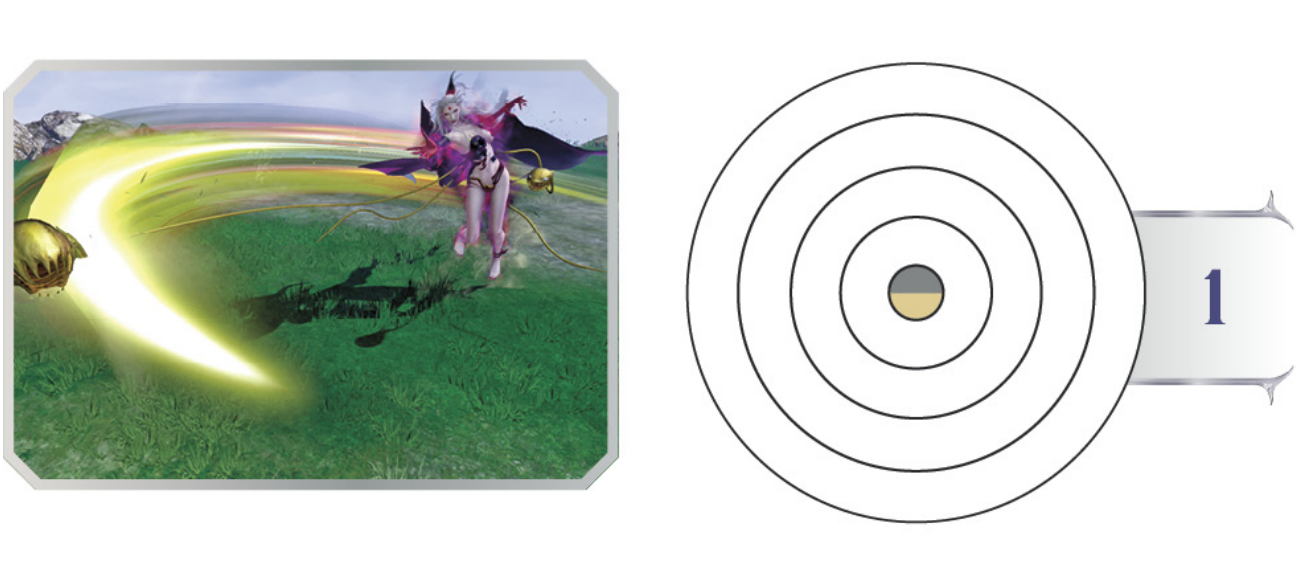
NAME	STATE	COMMAND	RECAST TIME	RANGE	CAPSULE DESCRIPTION
Umbral Torrent	Anytime	▲	–	–	All moves are charged versions for 20 seconds. Zero-Form Particle Beam available.
Zero-Form Particle Beam	During Umbral Torrent	▲	–	3.0	Emit a powerful laser at your foe. You lose the Umbral Torrent buff upon doing this.



BRAVERY ATTACK BREAKDOWN

TOYING APPENDAGES

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ● > ● > ●	144, 144, 256 (544) / 272 (560)	Charging increases knockback and damage on final stage.



Cloud of Darkness swipes forward counterclockwise with its right tendril. On contact, a follow-up clockwise swipe with the left tendril is possible, into a spinning knockback punch with both snaking limbs together.

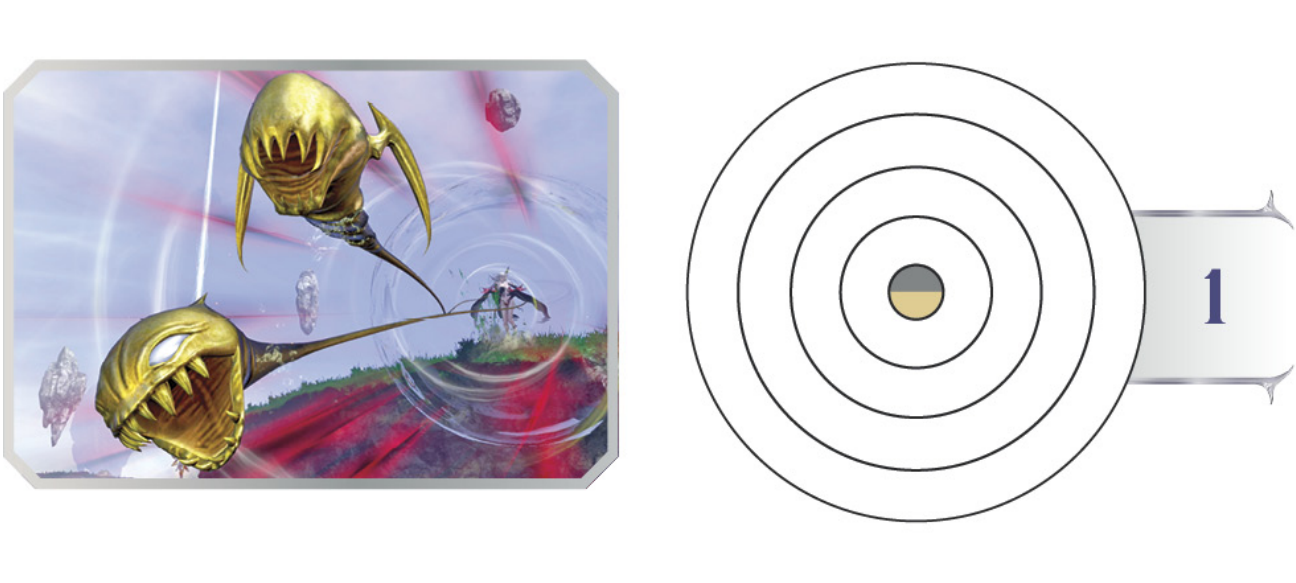
The first swipe is lateral, and while it's not quite as good as it looks—the motion lines surround Cloud of Darkness, but the attack just hits frontally—it does swipe across a conal area with about 75 degrees of arc, with terrific forward reach. This gives the opening poke a great chance to swipe fighters who sidestep or dash away poorly. It also helps the opener potentially snap up more than one enemy at a time.

Like most of Cloud of Darkness's combos, Toying Appendages has HUGE knockback, way more than normal. As a rule, if you touch someone with Cloud of Darkness, you can blast them to the edge of the minimap, score a wall hit, or achieve both. With charged attack variants, the knockback is even better, increased by about another 10%.

The first two hits alone can be used repeatedly to harass enemies trying to run, like a marksman you've managed to corner. This technique can also hold enemies in place till your allies dive in for their own Bravery combos or HP Attack finishers. As long as you don't carry out the last hit, you won't knock them far away.

APPENDAGES OF AVARICE

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ↑ + ● > ●	96x2, 336 (528) / 352 (544)	Charging increases knockback and damage on final stage.



Both tendrils extend far forward—not quite to 1.5 circles' distance on the minimap, but almost—seizing anyone in the way in their jaws and reeling them in. Cloud of Darkness pulls them overhead to the other side, then smacks them hard in the other direction.

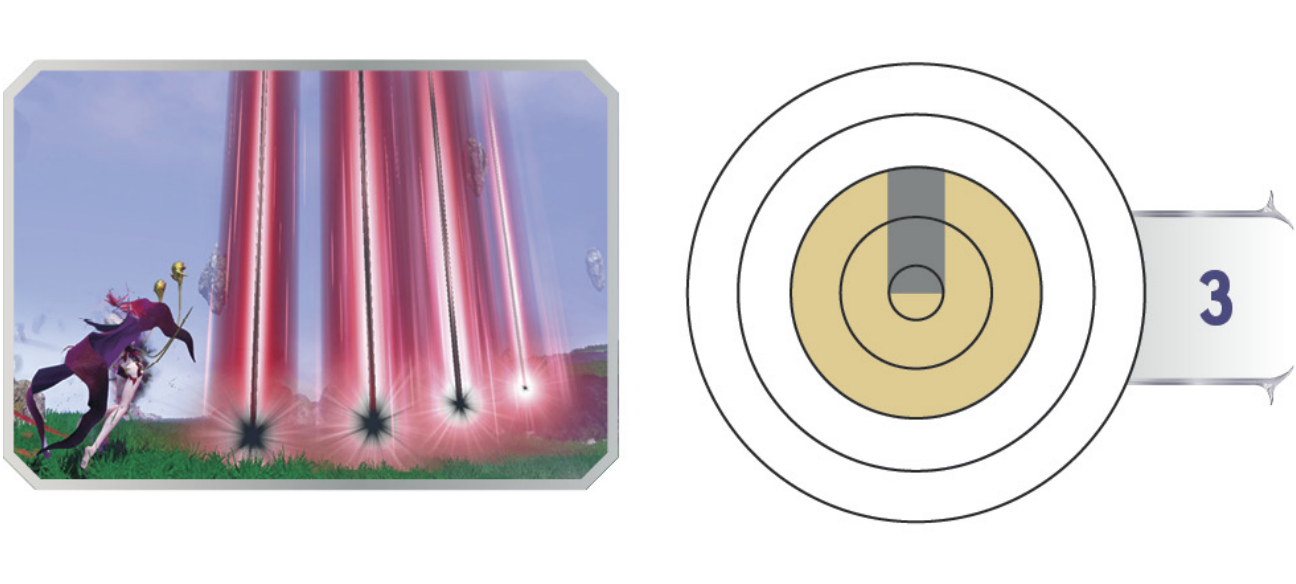
This is a great way to poke at targets on the ground from early mid-range, without exposing Cloud of Darkness as badly as with Toying Appendages (Cloud of Darkness hangs back during Appendages of Avarice, instead of rushing forward).

This is also noteworthy as one of the few melee attacks that swaps your position with that of the target. Obviously, it's bad to have your back to a wall, but with this attack, you can reverse that situation against an obliging target. Even if they guard it, taking no Bravery damage, getting pulled around can be disorienting for them and will certainly interfere with whatever positioning tactics they had in mind.

The charged version adds extra damage and knockback to the final hit.

UNCANNY BEAM

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ↓ + ●	416/432	Charging increases damage.



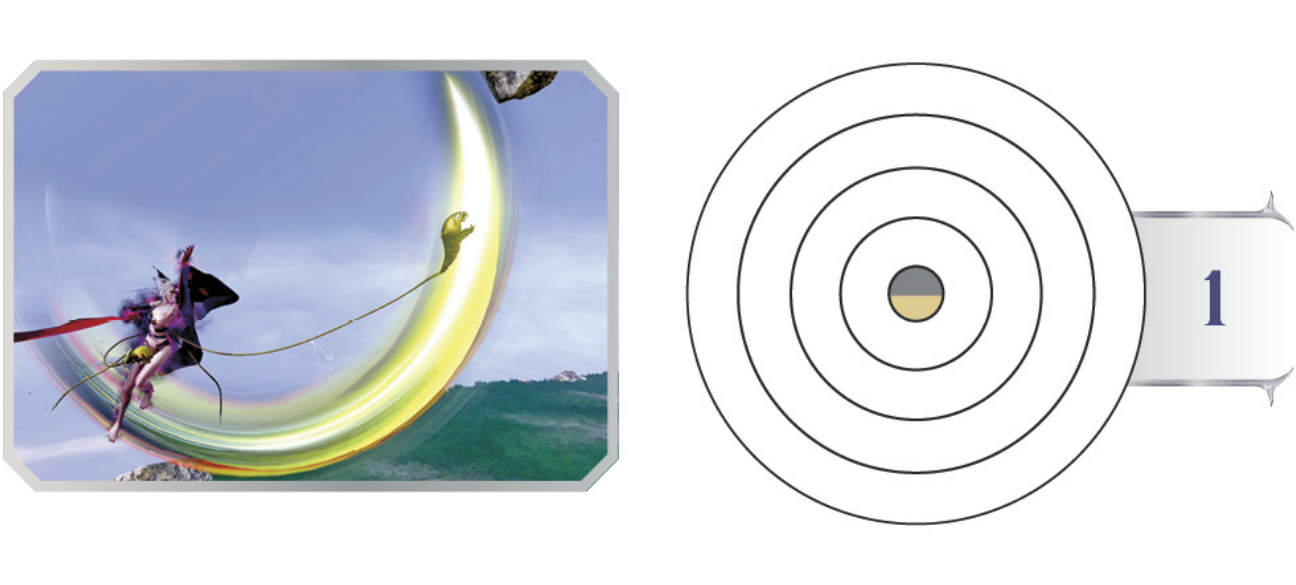
A tendril uproots dark energy from underground, causing a series of dark laser pillars to shoot up from the ground toward the target. Ultimately, 12 laser pillars emerge, snaking toward the target if they move.

Uncanny Beam is a great general-purpose mid-range poking, space-clearing, and crowd-control tool, like all shockwave-style attacks. The pillars extend high enough to ensure all but the highest fliers are shot down if they try to go over the pillar tops.

When charged, Uncanny Beam deals increased damage and increases a projectile-durability tier, meaning it overpowers and plows through more enemy projectiles than normal. In mid- to long-range standoffs against a patient enemy force, especially one underpinned by a busy marksman, firing charged Uncanny Beam into the fray is a good way to force an opening.

MERCIFUL APPENDAGES

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ● > ● > ●	144x2, 256 (544) / 272 (560)	Charging increases knockback and damage on final stage.



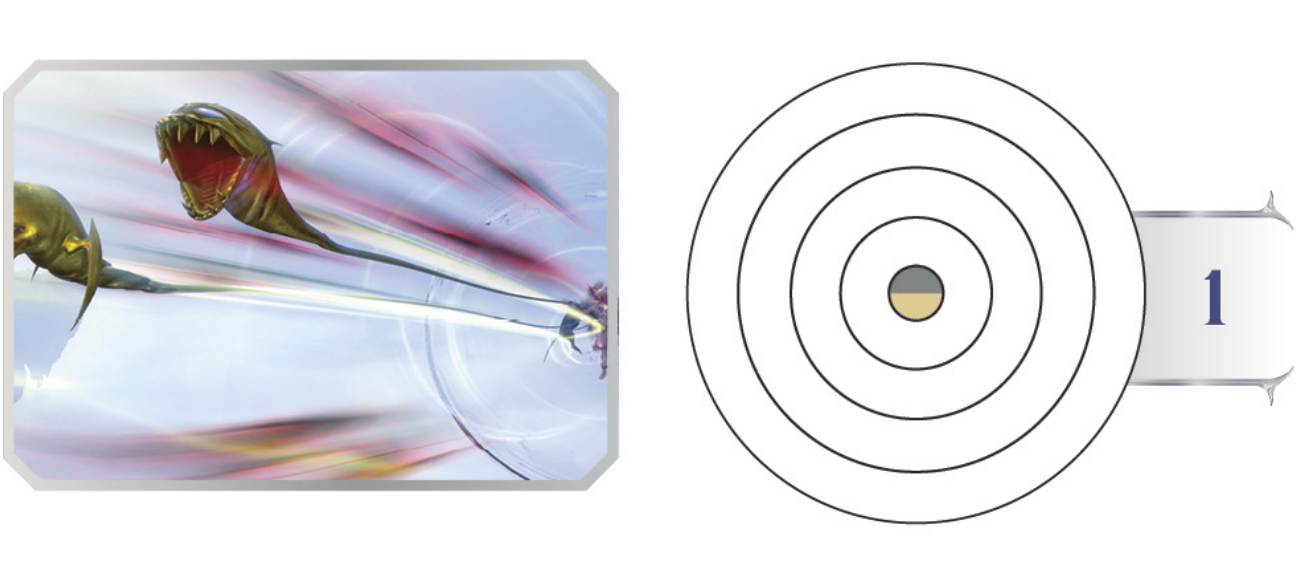
Instead of slicing horizontally with three tendril attacks as with Toying Appendages on the ground, Cloud of Darkness uses vertical slices. The first swipe starts just under the airborne dark cloud, then rises in front and slightly above, with great forward reach. A follow-up slash proceeds the same way, before the finishing tendril punch blasts the victim far away, blocked or not.

The range and lower-to-higher vector of the outstretched tendril make this attack effective for dueling with fliers trying to maneuver around Cloud of Darkness at the edge of close range. The initial poke works great against double/triple-jumping targets and those dashing at a slightly different altitude, but attentive enemies can easily sidestep it. If an exploratory Merciful Appendages first stage misses, evasion cancel to reposition in mid-air and avoid retaliation, or guard cancel to fall to the ground safely, vacating the dogfight.

On hit, if teammates are nearby, it's often worth performing just two hits, choosing to forgo the finishing blast, as with Toying Appendages.

APPENDAGES OF DEPRAVITY

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ↑ + ● > ●	64x4, 272 (528) / 288 (544)	Charging increases knockback and damage on final stage.

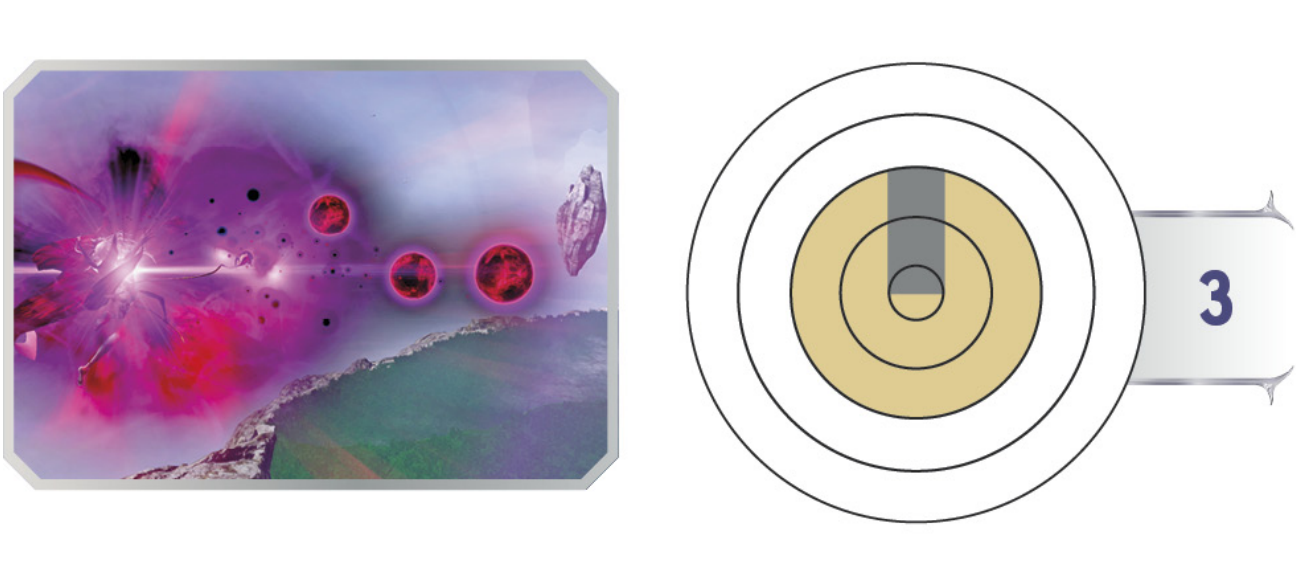


As with Appendages of Avarice when standing, this tendril strike's range is terrific for a basic physical attack. The tendrils extend and retract, pulling back anyone they hit while hitting multiple times. Once the fish is hooked, Cloud of Darkness can finish off the two-stage attack with a walloping tendril punch, blasting victims away.

This strike lets Cloud of Darkness take physical shots at close- to mid-range foes without encroaching dangerously. Use this technique to fish out individuals from swarming groups, to strike at fleeing marksmen, and to punish foes whose attacks you've just sidestepped around. Pull them in, then knock them far away, perhaps scoring a wall rush. Or pull them in and pause before resuming attacks, a test to see if they react poorly on the defensive.

INDUCTION BEAM

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ↓ + ●	160x3 (480) /176x3 (528)	Charging increases projectile durability and damage.



Cloud of Darkness has two arms and two tendrils to use to conjure magic energy. Here, it raises them all to send three homing laser globes after the target.

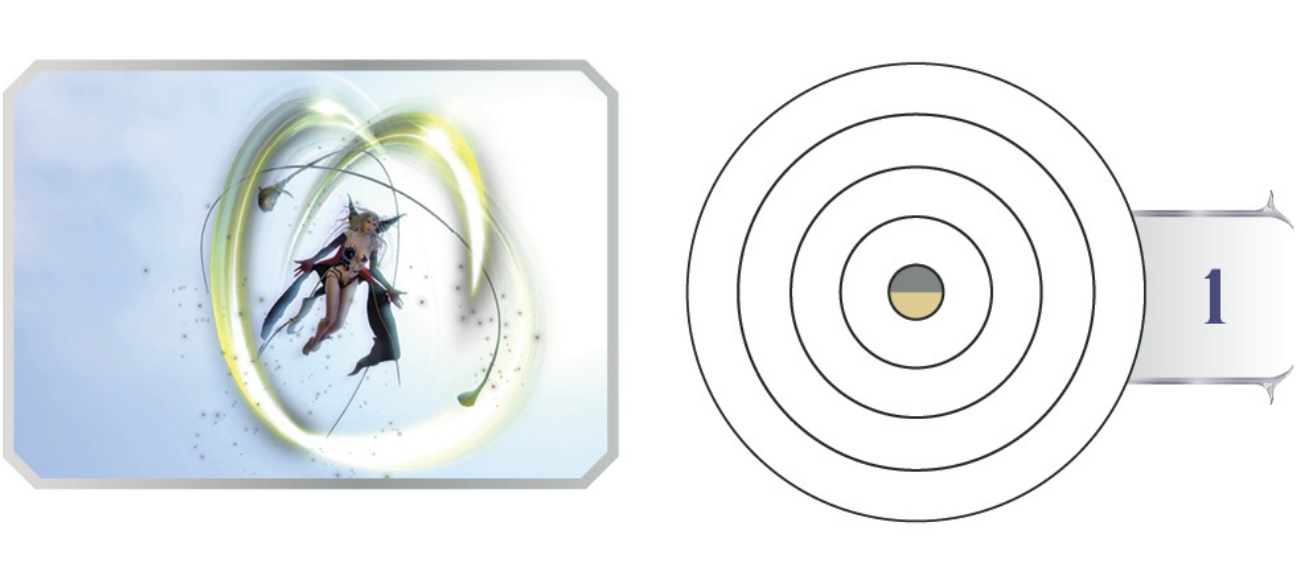
Induction Beam is an aerial-projectile complement to Uncanny Beam. At the range beyond where Appendages of Avarice/Depravity reaches, these projectile attacks still allow Cloud of Darkness to threaten enemies and control space.

This is a decent stalling or sniping option, and it's better to have a projectile than not. However, keep in mind that Cloud of Darkness's role is that of vanguard, so Induction Beam is mostly filler, not a central part of its arsenal. Uncanny Beam is more potent for space/projectile-clearing, whereas Wide-Angle Particle Beam (HP Attack) and Zero-Form Particle Beam (EX Skill) are more overpowering still.

The exception is the charged version, where Induction Beam's homing globes gain projectile priority and damage.

INSULATING APPENDAGES

COMMAND	BRAVERY DAMAGE	NOTE
Dashing ●	64x4, 208/224	Charging increases knockback and damage.



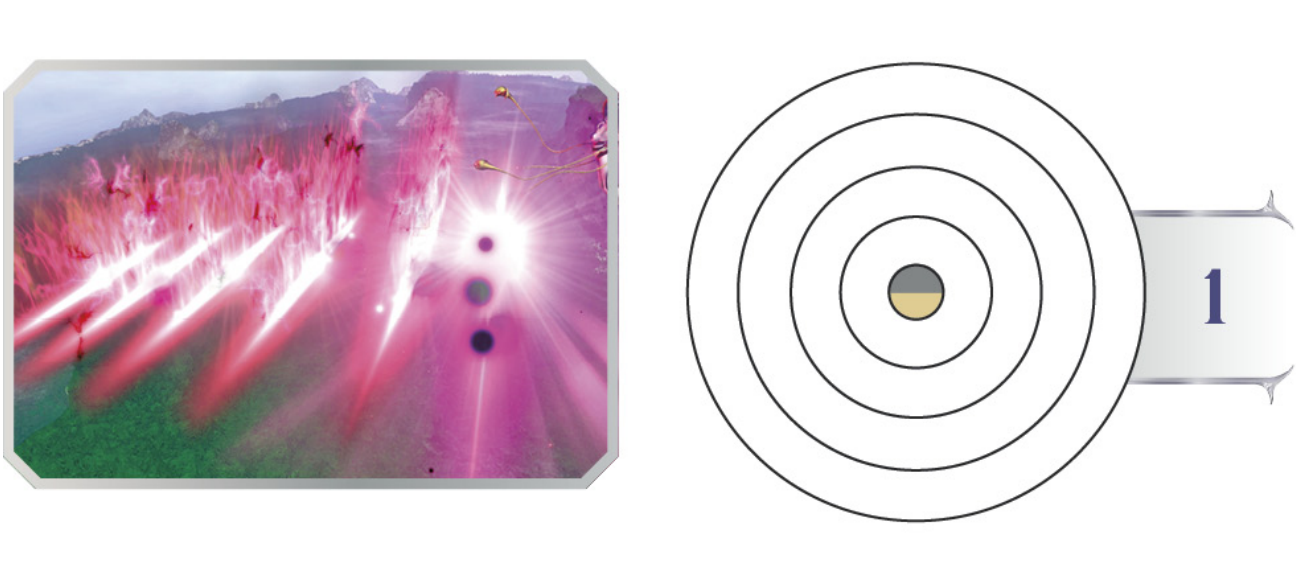
Coming out of a dash, Cloud of Darkness glides prone through the air, tendrils lashing in a blur in all directions. As the name suggests, Cloud of Darkness is fully insulated by this move, striking in all directions at once while gliding.

Cloud of Darkness is basically a giant projectile while moving. The speed, range, and nature of this move make this a terrific melee attack when dashing at someone in range. It's a single multi-hit attack, no follow-up press needed, and knocks the opponent a long way, though not as far as the melee combos available.

HP ATTACK BREAKDOWN

WIDE-ANGLE PARTICLE BEAM

COMMAND	BRAVERY DAMAGE	NOTE
■	–	–



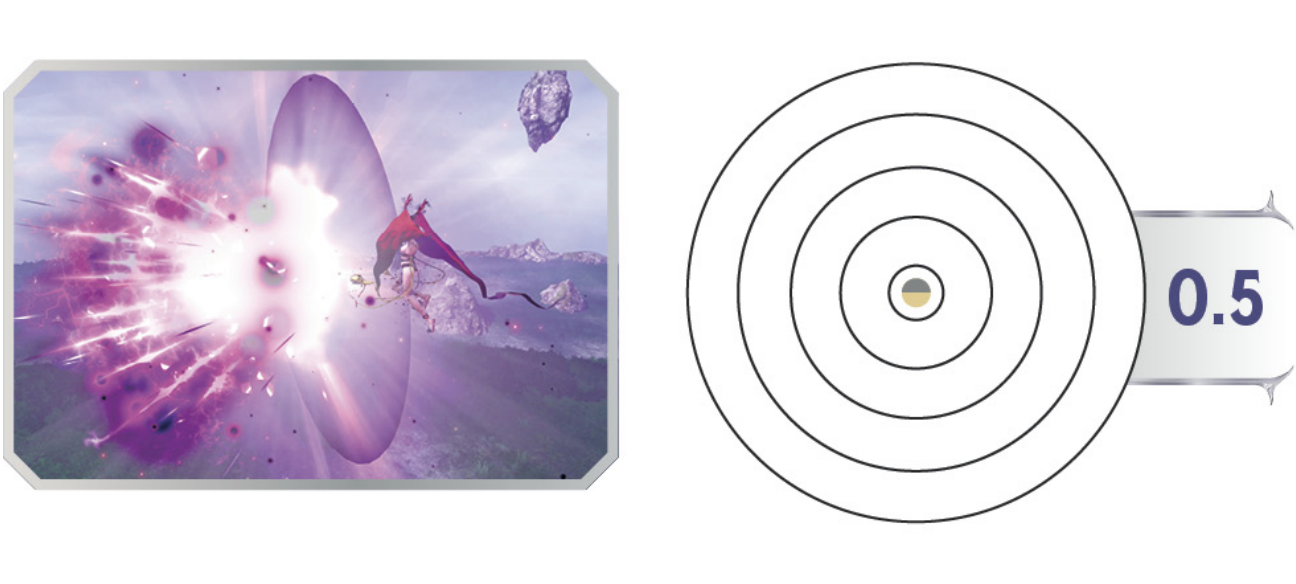
Cloud of Darkness crouches, tension building, then rises upward as though flipping a table, arms and tendrils and all, and a flat, wide wave of laser energy surges forward.

The energy wave rolls quickly, a little taller than Cloud of Darkness and three times wider. The range is similar to that of Appendages of Depravity/Avarice, a bit past the first minimap circle. The wide, flat hitting area means this attack can clip enemies who don't sidestep cleanly, and even catch multiple foes if they're lined up nearby. The windup is a tad slow to be ideal for following up wall hits, unless an ally sets up the wall splat, in which case you can get the HP Attack started up early.

The wide danger zone of the attack also makes it great to aim at foes just as they recover from invincible periods, such as after air-recovering from another hit or peeling off the wall.

DIFFUSION PARTICLE BEAM

COMMAND	BRAVERY DAMAGE	NOTE
■	–	–

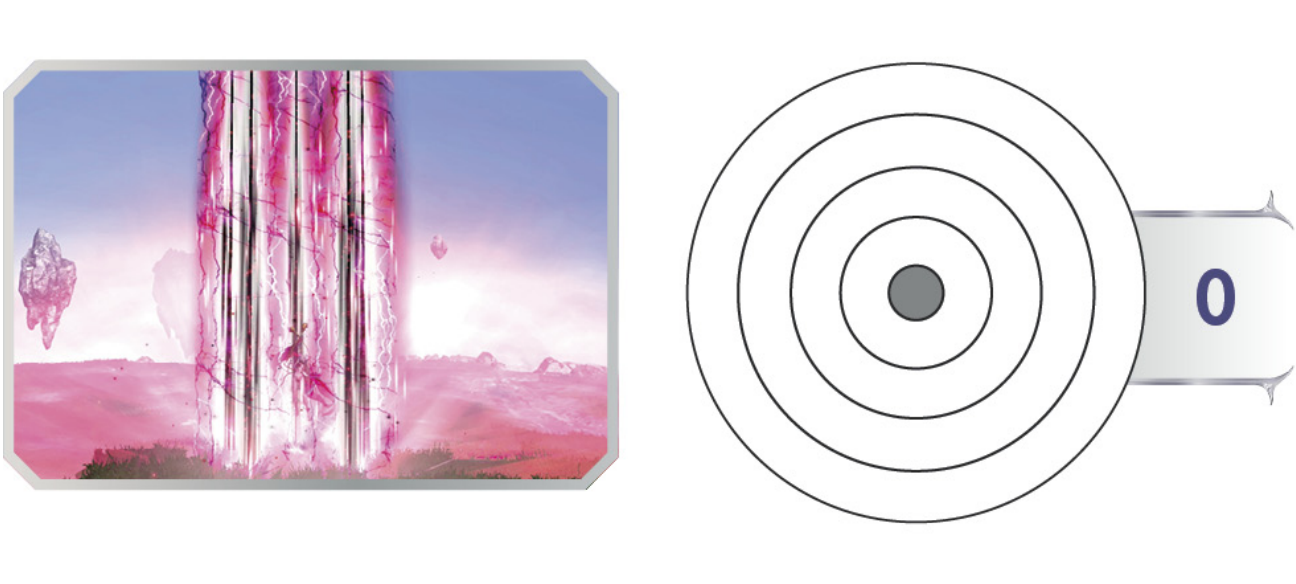


Cloud of Darkness sparks a dark glimmer in the air before it, then swipes it away with both hands, dispersing all the energy with a laser scattergun effect.

If you're after a reliable follow-up HP Attack, and one that's good for close-quarters skirmishes, look no further. The range is decent—if not quite reaching to the first minimap circle, then not too far off—and the wide cone covers everything in front. Diffusion Particle Beam is also quicker to strike than other HP Attacks, so it's more likely to allow you to hit opponents right away after a wall hit from a Bravery combo.

ANTI-AIR PARTICLE BEAM

COMMAND	BRAVERY DAMAGE	NOTE
■	–	Can move during start-up.

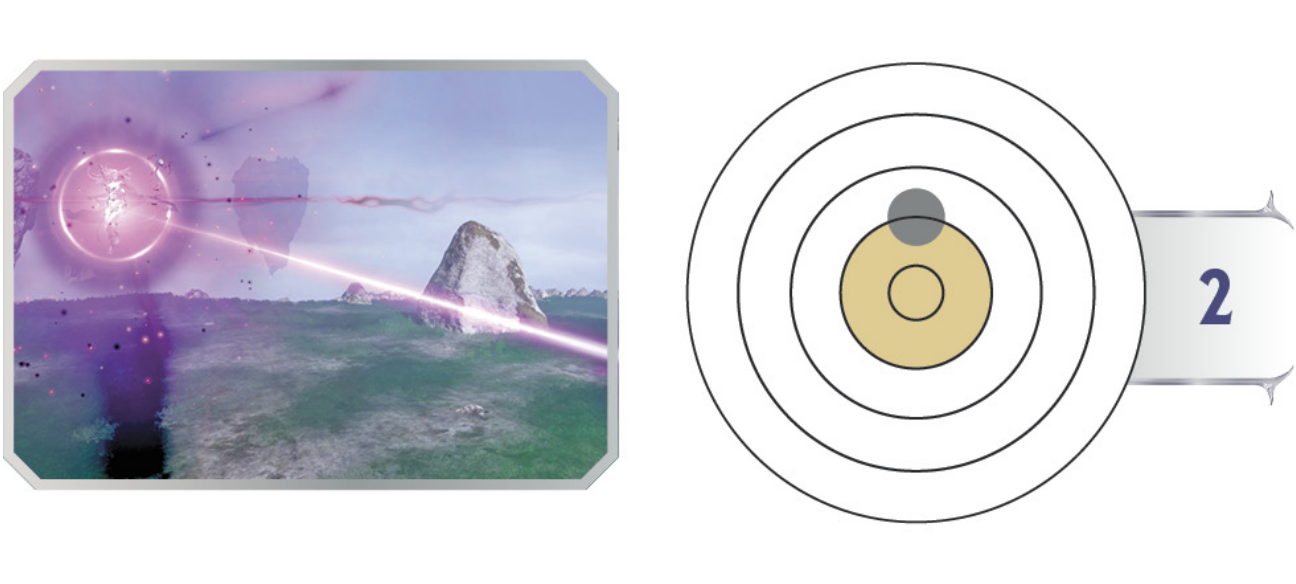


After a crouching spin, Cloud of Darkness stretches to the sky, making laser energy erupt all around it. Five huge energy pillars emerge, reaching up to triple-jump height.

This HP Attack has manifold purposes. It's obviously good anti-air against anyone dashing around above Cloud of Darkness. Since it's possible to move around during the windup before the pillars erupt, it's also possible to boldly use this as a close-range attack, essentially crouch-dashing in close before going for an unblockable area-of-effect hit. It can also be used this way to cap off wall hits and combos (though, like Wide-Angle Particle Beam, it's a tiny bit slow to guarantee Cloud of Darkness can follow up its own wall hits, unless the victim is lazy about timing their recovery off the wall).

HIGH-SPEED PARTICLE BEAM

COMMAND	BRAVERY DAMAGE	NOTE
■	–	Teleport movement before attack.



Cloud of Darkness quickly hurls forward a tiny dark orb, which skates a bit into mid-range and then reveals itself as a portal for Cloud of Darkness itself. Cloud of Darkness teleports forward to the portal instantly, skipping the intervening space and causing a dark explosion on arrival.

Neither the thrown portal nor Cloud of Darkness teleporting constitutes an attack in itself—just the dark area-of-effect discharge that accompanies Cloud of Darkness reemerging into reality. Cloud of Darkness throws the portal straight at the target, though obstacles in the way like boulders or steep slopes can cause it to trigger short of its usual reach. Assuming nothing is in the way, the portal pulls Cloud of Darkness to about a range of 1.8 circles on the minimap, but the explosive splash carries over to a little beyond the second circle, giving this attack respectable blast range.

Cloud of Darkness does an excellent job hurling the portal steeply up or down at foes if they're way above or below. This is not to mention that Cloud of Darkness really does vanish from the arena while teleporting during the attack, like Kain during his higher-level Jumps. This means, with good timing, High-Speed Particle Beam can be used to pass through incoming threats on purpose. If you're feeling bold, try using the teleport to dodge and counter incoming shockwaves and projectiles, dashing melee combos, and even enemy summon attacks.

EX SKILL BREAKDOWN

UMBRAL TORRENT

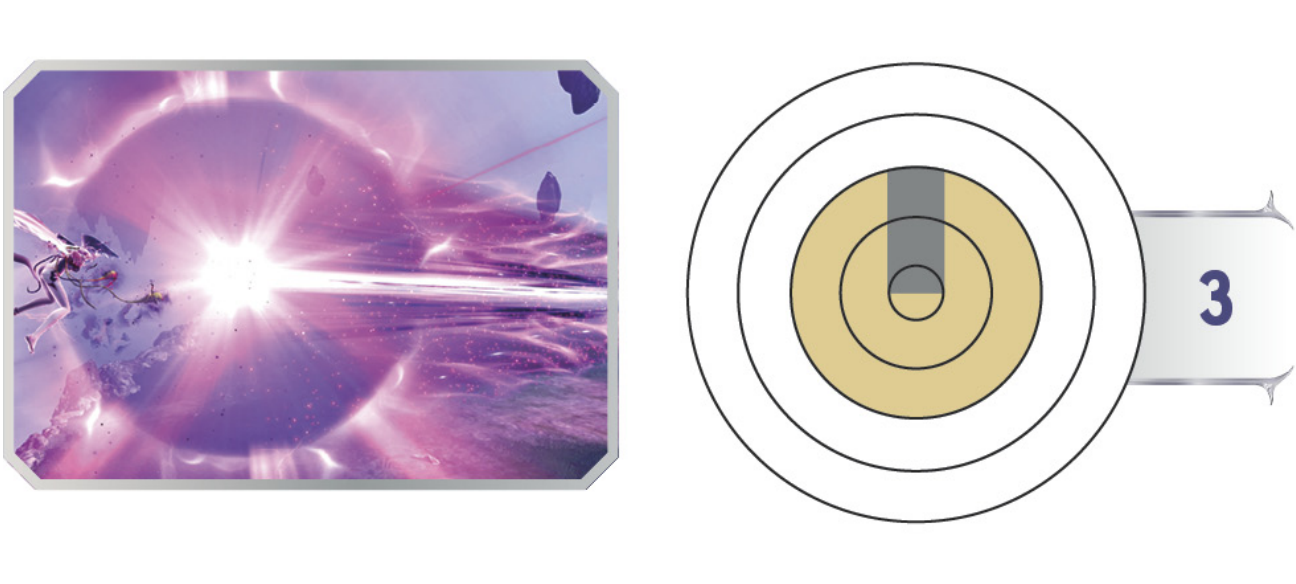
COMMAND	RECAST TIME	NOTE
▲	–	90-second cooldown.

After bursting with dark energy, all attacks are automatically charged versions for 20 seconds. As a magic-backed vanguard slugger, the benefit of extra damage, knockback, and priority on melee pokes and Uncanny/Induction Beam projectiles helps Cloud of Darkness bully the opposition for a good chunk of time.

Outside of Umbral Torrent, you'll get used to seeing dark power coalesce 10 seconds after you use any charged attack variant. Since that gives you a sense of how long 10 seconds feels in match time, remember that this buff basically lasts for two normal recharge periods. This buff isn't just about briefly powering up every poke, though. It also gives Cloud of Darkness single-use access to a kind of super HP Attack, at the cost of ending Umbral Torrent immediately.

ZERO-FORM PARTICLE BEAM

COMMAND	BRAVERY DAMAGE	NOTE
▲	–	Ends Umbral Torrent.



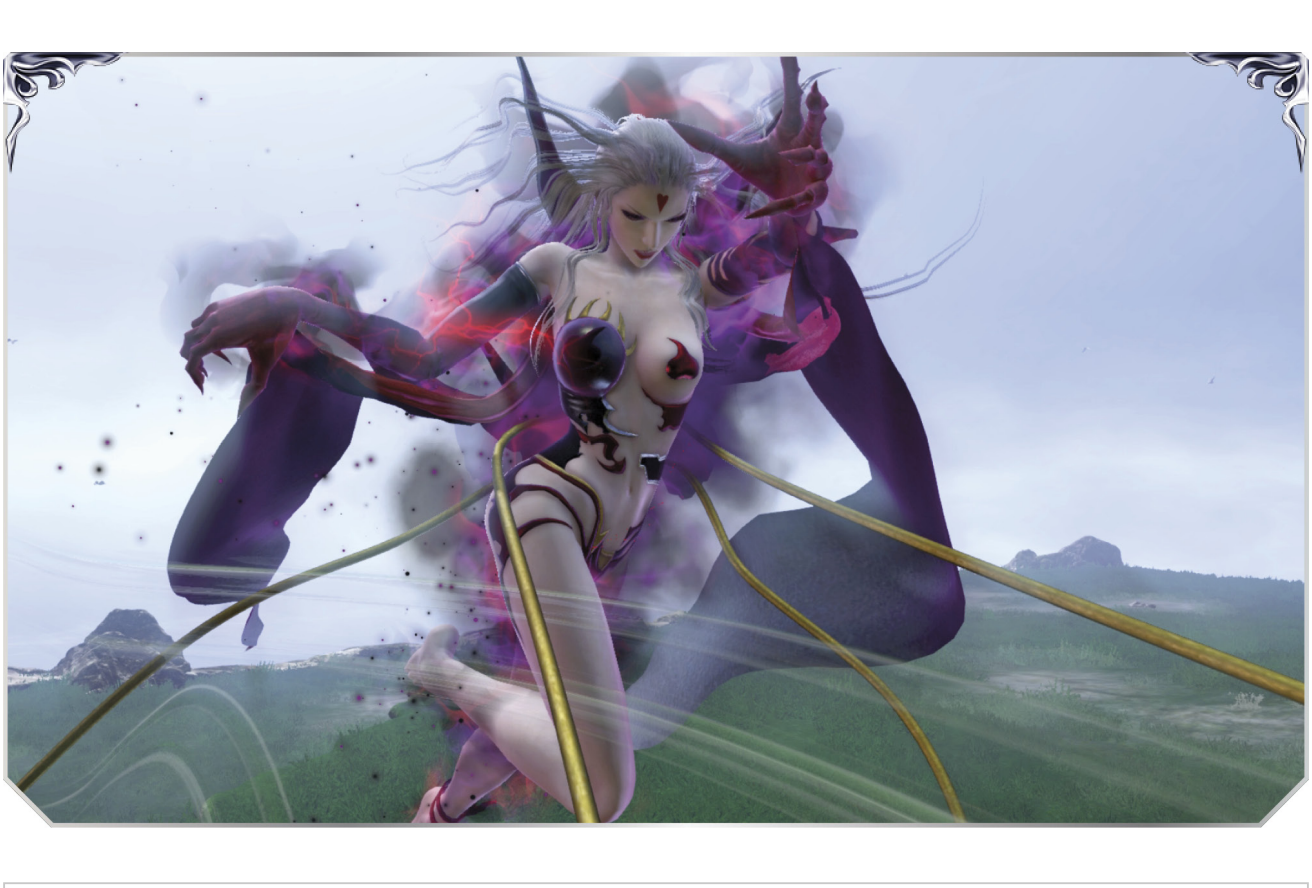
Gathering the remaining force of Umbral Torrent, Cloud of Darkness unleashes it in an unmatched frontal beam, which remains on-screen for a whole second.

This ludicrously large shaft of dark laser light stretches most of the way through mid-range and is much taller and wider than Cloud of Darkness. With its duration and behavior, this is basically a super version of Wide-Angle Particle Beam, available every 90 seconds as the finale to Umbral Torrent.

This is a game-changer. If you're patient, Zero-Form Particle Beam kills should be almost automatic; making efficient and lethal use of this EX Skill

goes a long way toward justifying Cloud of Darkness over other vanguards. The sheer hitting area of Zero-Form Particle Beam means that it's not at all unreasonable to hit multiple adversaries with it, and it gains in potential payoff when a duo or trio is focused in concert on Cloud of Darkness. If the whole enemy team is trying to rush you, the vanguard, from one side, they may be in for a nasty surprise when you unleash Zero-Form Particle Beam. In the best possible scenario, with high Bravery and some foolhardy foes incoming, you may score two or three incapacitations at once.

The extremely long-hitting duration of Zero-Form Particle Beam also opens it up for use with fighting-game-style tactics. When enemies get knocked into a wall twice in a row, or when they air-recover from knockdowns, they become briefly invincible, evidenced by their temporarily transparent bodies. With some practice and experience, you will develop a sense of when their invulnerable period will end—which means you can greet them with a well-timed Zero-Form Particle Beam that's already in progress right as their invulnerability runs out. (A "meaty" attack. Sneaky!)



BATTLE PLAN

This unusual combatant isn't a woman, really, and isn't quite a single entity, either. As a vanguard, too, Cloud of Darkness is hard to categorize, with a mage-like charge system and some serious spell firepower to go along with long-reaching melee attacks and a plodding travel speed.

Every 10 seconds (give or take), you can choose to power up a Bravery Attack. There's no reason to save this frequent buff if you have a solid reason to be attacking—another charged Bravery Attack is right around the corner, with no effort from you, and enemies don't deplete the charge by hitting Cloud of Darkness unless it's a knockout.

Charging up your attack can make a huge difference in mid- to long-range projectile standoffs with Induction/Uncanny Beam, and rushing in with Insulating Appendages. These charged-attack use cases have the considerable bonus of not needing a follow-up stage for receiving the benefit, whereas if you begin charged Toying Appendages by holding ●, then perform only one follow-up hit, you've expended a charge with no bonus attached.

Cloud of Darkness's vanguard style entails that each time you touch an enemy, you're kicking them so far away from their comrades that it amounts to a temporary debuff. Finish combos, then immediately swap target to an enemy close by who's still on their feet. Unless you're going to wall-hit someone, it's not worth dash canceling to chase combo victims as Cloud of Darkness; this conglomerate of evil forces is too slow to effectively rush that way. On the bright side, your assassin friends are ideal for pressing the attack on foes you've punted away from the crowd. Turn your attention to the remaining two enemies while checking in on any ranged/mage allies to see if they need help.

When approaching unsuspecting enemies, dashing in with Insulating Appendages is the obvious choice. This can pry enemies off allies and quickly send them tumbling away without occupying too much time for Cloud of Darkness.

Enemies who see you coming require a different approach. Induction/Uncanny Beams (↓ + ●, ground and air) are built for this, giving Cloud of Darkness an option to keep the opposing team honest when they're entering engagement ranges. These attacks are also good around summoning cores, since you can work in hits without redirecting your gaze by moving to shoot at the current enemy target *through* the summoning core.

A little closer in, too far for neutral ● pokes but cramped for projectiles, the fishing tendril attacks are excellent retaliation tools. You may catch people dashing in this range without them realizing you're there too, in range to snare them and pull them in with ↑ + ●. Against enemy marksmen close enough, these strikes can preempt or interrupt ranged-attack attempts, catch the end of poorly timed sidesteps, and reach out and grab someone right after you successfully sidestep their attacks. They're also perfect for tacking on hits when you realize an ally is holding an enemy with a lengthy combo but isn't close enough for ● > ● > ● (Toying Appendages on the ground, Merciful Appendages in the air) to catch.

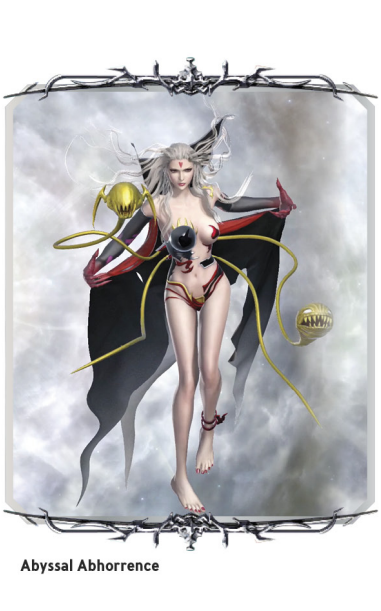
At the closest ranges, neutral ● > ● > ● (Toying Appendages on the ground, Merciful Appendages in the air) combos are versatile tools, good for dueling opposing vanguards, holding your own against assassin assaults, and bullying marksmen, should you get them in sight. It's at this range that Diffusion Particle Beam and Anti-air Particle Beam come into their own as scary HP Attacks, whereas the other choices are mid-range-oriented.

Cloud of Darkness's charged attacks are a dime a dozen; you'll be using them constantly. Umbral Torrent, the EX Skill buff, is where good timing can really make all the difference. First available a minute and a half into the battle, this EX briefly makes Cloud of Darkness a bully by auto-charging all attacks, but more importantly, it gives access to Zero-Form Particle Beam. This is basically Wide-Angle Particle Beam, except three times bigger and longer-lasting. At the very least, you should get a solid Wide-Angle shot at a single enemy, potentially an easy match point if enough Bravery is in hand and two points are on the board (though usually your team won't be there the first time Umbral Torrent is available; surely by the second time, approaching four minutes elapsed). At the very *most*, with lots of Bravery on hand and two to three opponents lined up tenpins, you could turn an entire match around with a magic railgun shot for the ages.

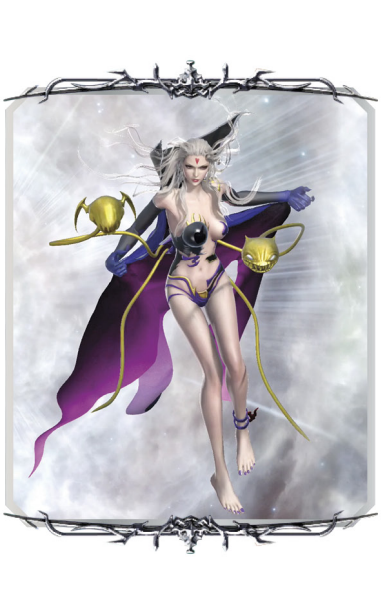
Though Cloud of Darkness is powerful wherever the tendrils can reach, the entity isn't the speediest getting around, whether pursuing enemies, beating others to summoning cores, or forcing itself as the center of attention wherever a new skirmish breaks out and teams shift around rapidly. When in doubt, don't get in cycles of fruitlessly chasing around enemies like a bad assassin, or using projectiles ineffectually like a bad marksman. Instead, find a close comrade to group up on, preferably a marksman or specialist. Someone will surely come for them at some point, if they aren't already. Cover a quicker/longer-ranged buddy and blockade anyone who picks on them, and your cover will be built in, with a grateful marksman backing up your vine-swipes.

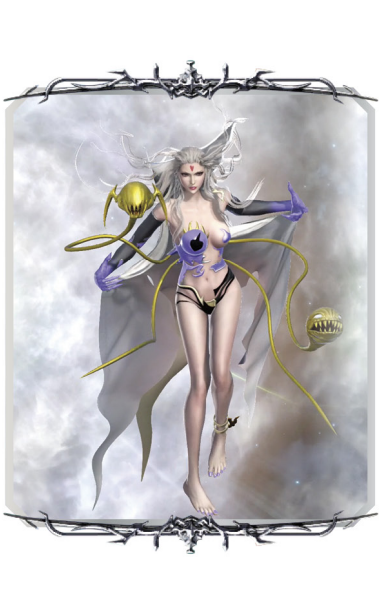
GALLERY

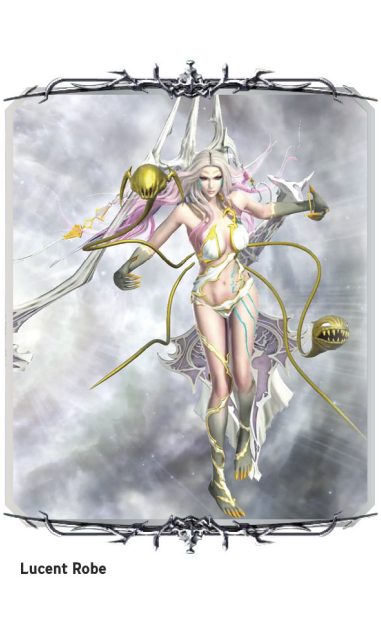
APPEARANCE



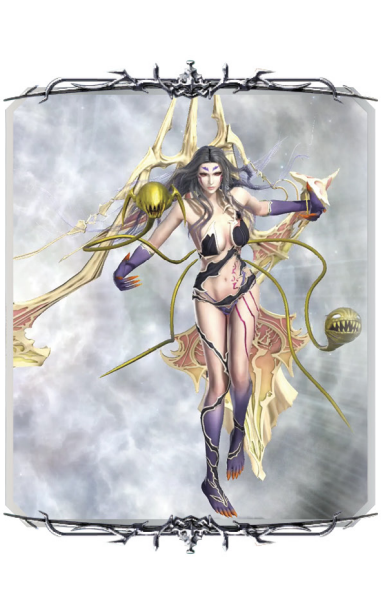
Abyssal Abhorrence

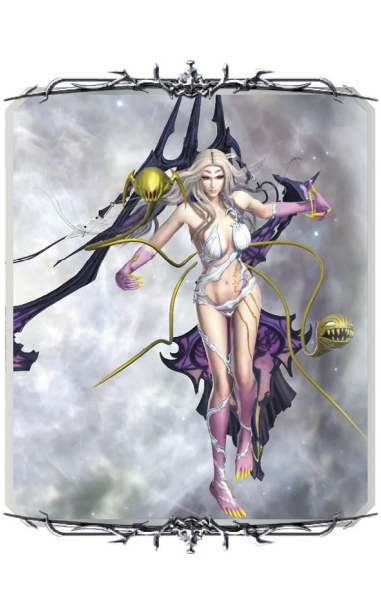




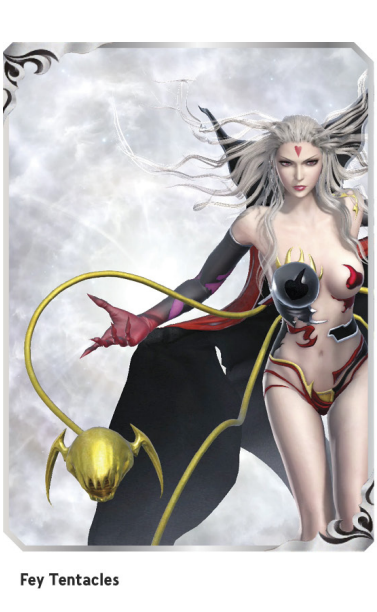


Lucent Robe

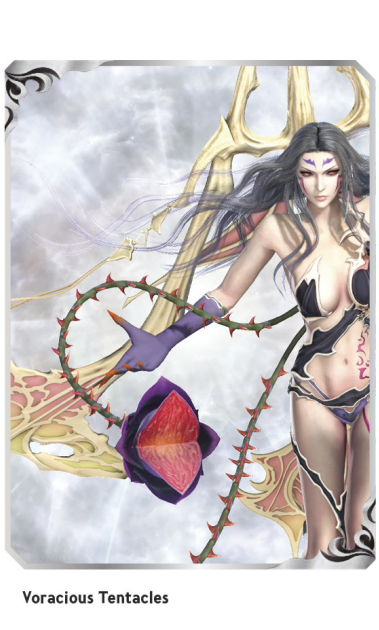




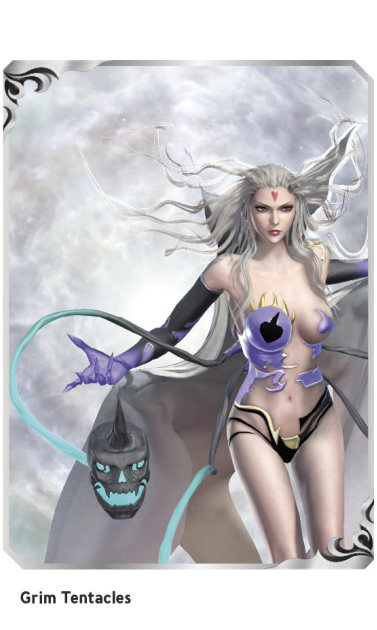
WEAPONS



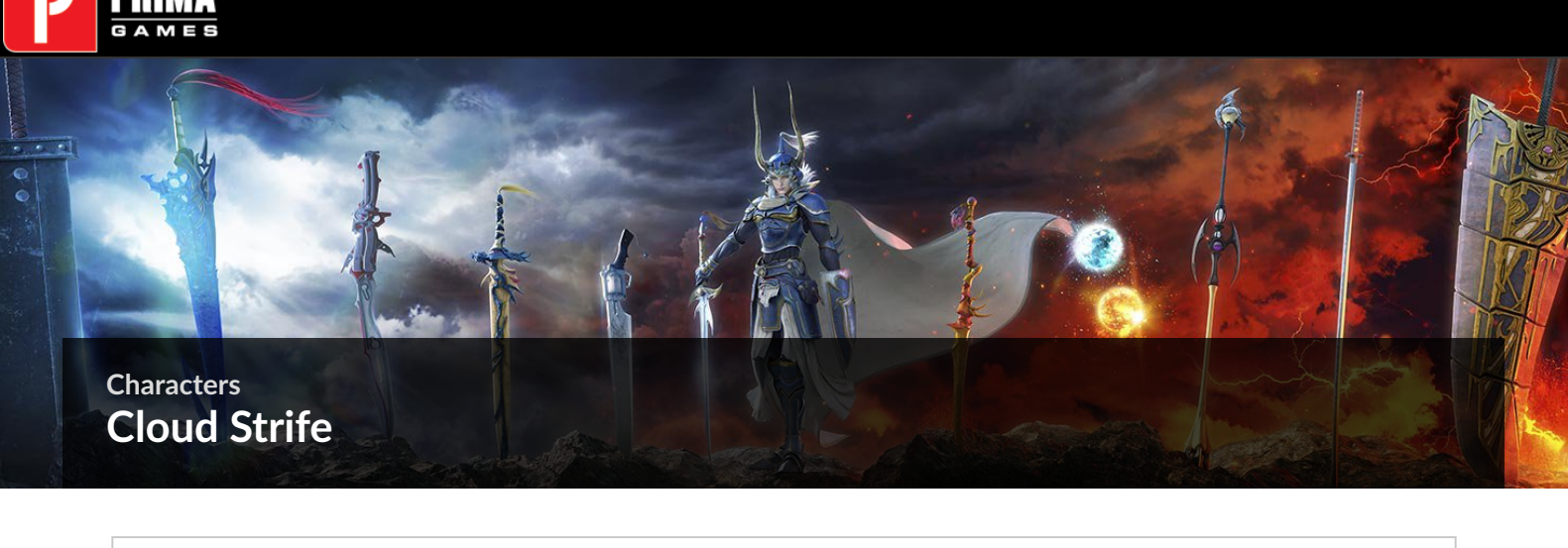
Fey Tentacles



Voracious Tentacles



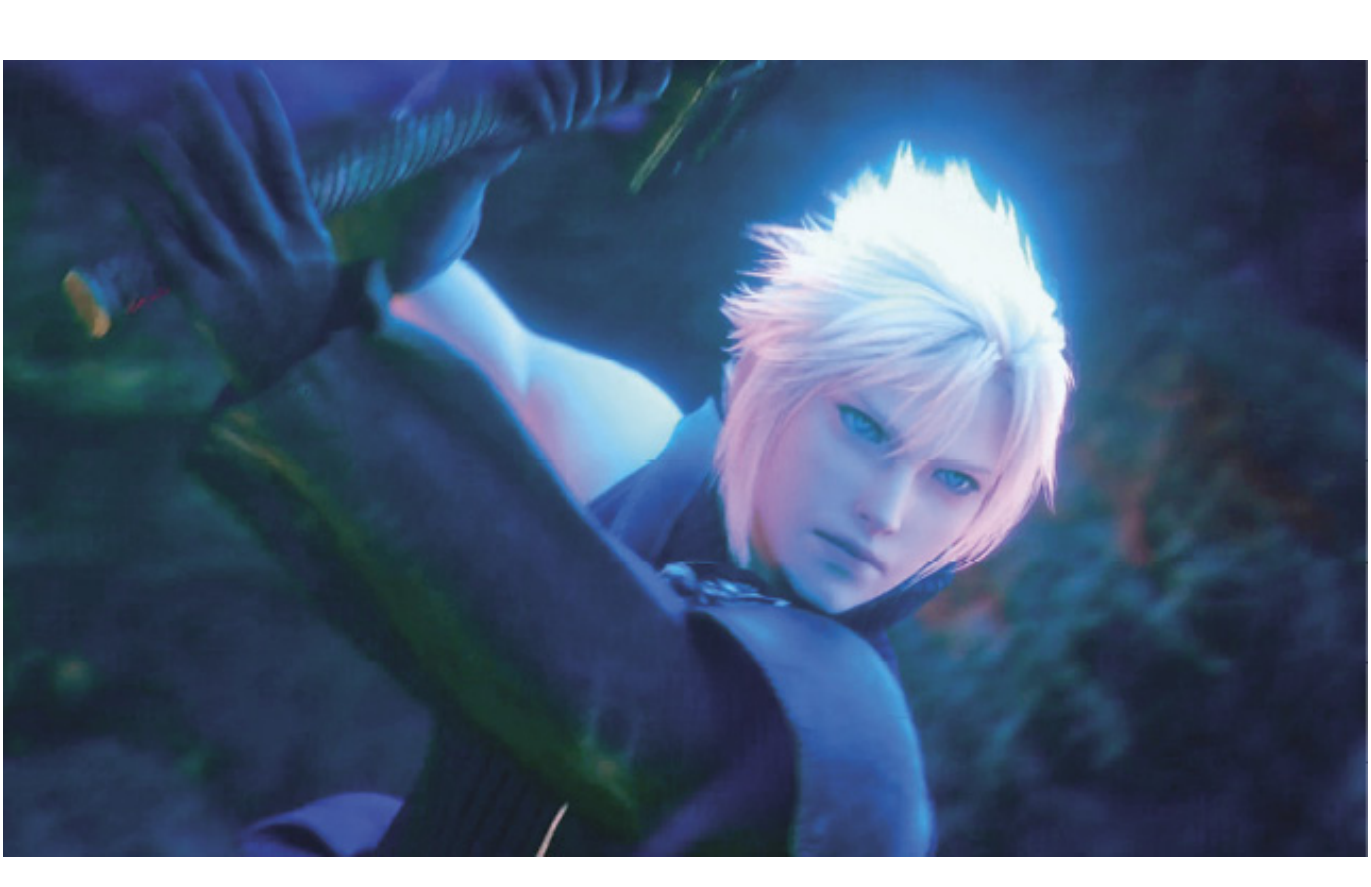
Grim Tentacles



Characters

Cloud Strife

VANGUARD



Most of Cloud's attacks can be charged, thus increasing their damage, area of effect, and ability to render opponents defenseless. Sidestep to cancel his charging and throw foes off their game, then take them out with potent attacks.

Original Appearance: *FINAL FANTASY VII*

Year: 1997

Role: Cloud Strife grew up aspiring to be a SOLDIER elite like the highly regarded war hero, Sephiroth. However, this admiration ended when he experienced Sephiroth's descent into madness firsthand during the Nibelheim Incident. With an unexpected divergence from his childhood aspirations, Cloud finds himself allying with a group of mercenaries dedicated to protecting the planet from the Shinra Electric Power Company.

Other Noteworthy Appearances: *FINAL FANTASY Tactics* (1997), *Ehrgeiz: God Bless the Ring* (1998), *Kingdom Hearts* (2002), *FINAL FANTASY VII: Advent Children* (2006), *Kingdom Hearts II* (2006), *CRISIS CORE -FINAL FANTASY VII-* (2008), *DISSIDIA FINAL FANTASY* (2009), *DISSIDIA 012 FINAL FANTASY* (2011), *WORLD OF FINAL FANTASY* (2016), *Itadaki Street: Dragon Quest and FINAL FANTASY 30th Anniversary* (2017)

ARSENAL

BRAVERY ATTACKS

NAME	STATE	COMMAND	BRAVERY DAMAGE (LEVEL 1 / LEVEL 2 / LEVEL 3)	RANGE (LEVEL 1 / LEVEL 2 / LEVEL 3)	CAPSULE DESCRIPTION
Sonic Break	Grounded	● (chargeable) > ● > ●	128, 160, 256 (544) / 136, 168, 264 (568) / 144, 176, 272 (592)	0.5 / 1 / 1.5	Lunge forward with the Buster Sword swipe and follow up with an overhead slash combo.
Climhazzard	Grounded	↑ + ● (chargeable) > ● > ●	48x6, 128, 144 (560) / 49x6, 136, 160 (590) / 51x6, 144, 176 (626)	1.5 / 1.5 / 2	Impale the enemy with a rush attack, followed by a great sword launcher into aerial slash combo.
Blade Beam	Grounded	↓ + ● (chargeable)	48, 480 (528) / 48, 488 (536) / 48, 496, 320 (864)	1 / 1.5 / 4 (projectile)	Slam the Buster Sword into the ground to deliver a shockwave, devastating enemies in its wide arc.
Slashing Blow	Airborne	● (chargeable) > ● > ●	128, 160, 256 (544) / 136, 168, 264 (568) / 144, 176, 272 (592)	1 / 1.5 / 2	Attack a foe from the air with an advancing three-hit sword combo.
Braver	Airborne	↑ + ● (chargeable)	80, 512 (592) / 80, 528 (608) / 80, 544 (624)	1 / 1.5 / 1.5	Perform a dive-bomb from the skies, causing a detonation with your great sword upon ground impact.
Terminal Vortex	Airborne	↓ + ● (chargeable)	192, 192 (384) / 112x4 (448) / 80x7 (560)	3 / 4 / 5	Unleash a massive tornado at your foe from a distance.
Cyclone Rush	Dashing (Grounded & Airborne)	●	208, 304 (512)	1.5	Pursue and cut your opponents down with a double spinning attack.

HP ATTACKS

NAME	STATE	COMMAND	BRAVERY DAMAGE (LEVEL 1 / LEVEL 2 / LEVEL 3)	RANGE (LEVEL 1 / LEVEL 2 / LEVEL 3)	CAPSULE DESCRIPTION
Cross-Slash	Anytime	■ (chargeable)	128, 128 (256) / 144, 144 (288) / 160, 160 (320)	1 / 1 / 1.5	Carve into an opponent with three strikes.
Meteorain	Anytime	■ (chargeable)	—	3 / 3.5 / 4	Send meteors barreling toward distant foes.

NAME	STATE	COMMAND	BRAVERY DAMAGE (WITHOUT / WITH LIMIT BREAK)	RANGE (WITHOUT / WITH LIMIT BREAK)	CAPSULE DESCRIPTION
Cherry Blossom	Anytime	■ (hold)	128, 128 (256)	Any	Release three successive magical blasts at the target's position after a long charge time.
Omnislash	Anytime	■	32x4 (128) / 56x9 (504)	0.5 / 1.5	Unleash a flurry of blows followed by a downward cut.

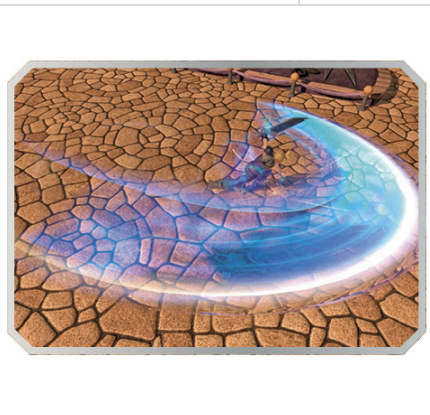
EX SKILL

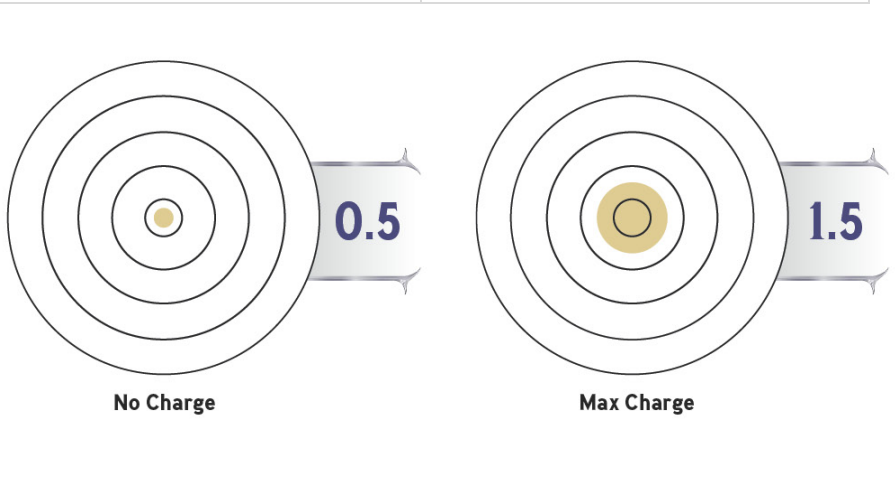
NAME	STATE	COMMAND	RECAST TIME	RANGE	CAPSULE DESCRIPTION
Limit Break	Anytime	▲	60 seconds	—	Empower your attacks, doubling the speed at which you charge them.

BRAVERY ATTACK BREAKDOWN

SONIC BREAK

COMMAND	BRAVERY DAMAGE	NOTE
Grounded K (chargeable) > ● > ●	128, 160, 256 (544) / 136, 168, 264 (568) / 144, 176, 272 (592)	Charging increases range and Bravery damage.





No Charge

Max Charge

Cloud quickly swipes at his target with a wide-arced slash. If his great sword meets his mark, he finishes with a leaping slash into an uppercut, sending the opponent into the air.

This three-hit Bravery combo sports a swift initial attack, leading into a heavy amount of damage (relative to its range and speed). Even without charge, a complete Sonic Break combo deals a minimum of 500 Bravery damage.

The final hit is a dash-cancelable launching attack, giving you a chance to take the fight into the air if the opponent chooses to recover (or if you score a wall pin, capitalize with an HP Attack or another Bravery combo).

Sonic Break and Slashing Blow are the attacks of choice for most close-range engagements, especially if your target is nearing a corner.

CLIMHAZZARD

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ↑ + ● (chargeable) > ● > ●	48x6, 128, 144 (560) / 49x6, 136, 160 (590) / 51x6, 144, 176 (626)	Charging increases range and Bravery damage.

Cloud readies his great sword, then rushes directly at his target in a straight line. After impaling the enemy, he carries them into the air with a rising uppercut, then finishes the Bravery combo with an overhead dunk.

Climhazzard boasts an incredible horizontal reach. Enemies fighting at ground level need to be cautious of your ability to leap large distances with this rush attack.

An excellent occasion to use Climhazzard is against fleeing foes recovering their dashing gauges, since this gauge is only recoverable while grounded.

At max charge, Climhazzard's reach increases radically. However, opportunities to strike an enemy with it are rare since most of your targets will likely want to stay airborne and away from you.

Climhazzard's primary drawback is that it's only available while grounded, as Cloud's airborne ↑ + ● is an entirely different type of attack. It's most effective on flat stages with low verticality.

BLADE BEAM

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ↓ + ● (chargeable)	48, 480 (528) / 48, 488 (536) / 48, 496, 320 (864)	Charging increases range and Bravery damage. Additional projectile at max charge.

Cloud slams his great sword into the ground, sending out three shockwaves before him that ravage enemies in a broad arc.

Blade Beam is a wide-angle attack. The first two levels are limited in range, while charging the attack fully unleashes a shockwave along with a follow-up projectile that travels long range along the ground.

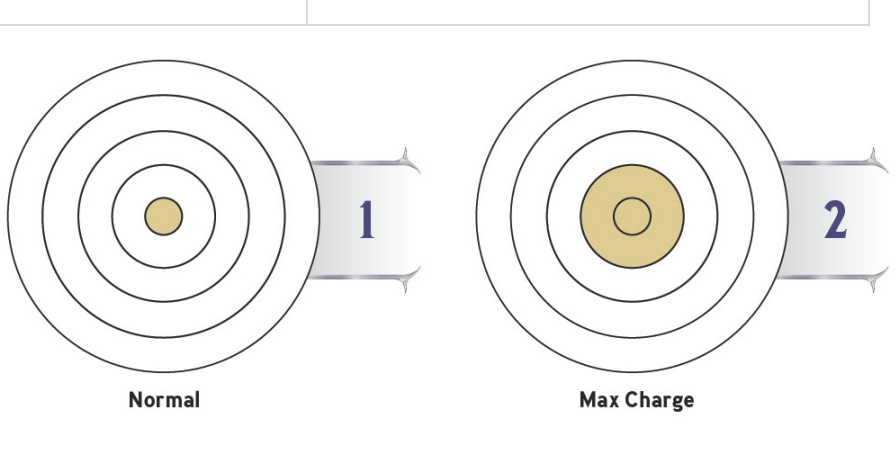
The non-charged version of Blade Beam should primarily be used as a defensive attack, since its broad angle of effect provides good coverage against multiple foes within range.

Max-charged Blade Beams can be used from long range to preface mounting an offense. However, the projectile is easily avoided by jumping and staying mobile, so it's not as strong on high-verticality maps (like Midgar) as it is on flat maps (such as Besaid Island).

Generally, Terminal Vortex is preferable on maps with a lot of verticality.

SLASHING BLOW

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ● (chargeable) > ● > ●	128, 160, 256 (544) / 136, 168, 264 (568) / 144, 176, 272 (592)	Charging increases range and Bravery damage.



Normal

Max Charge

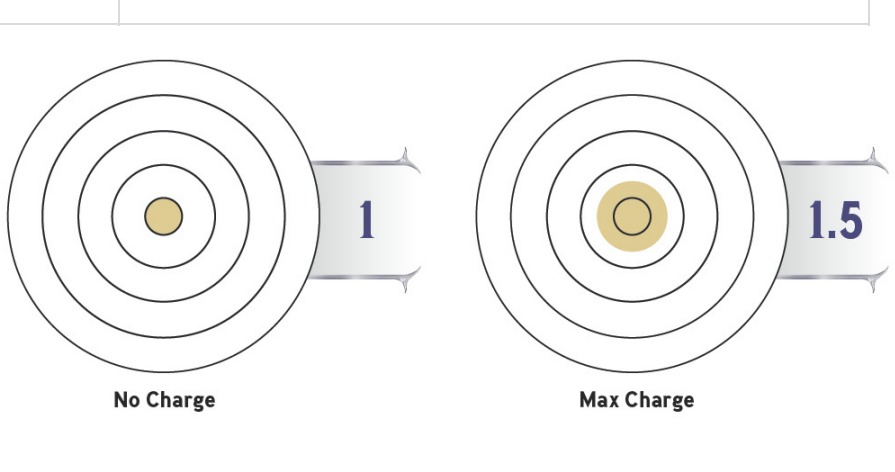
While air-dashing toward the enemy, Cloud executes a swift one-two sword combo—a right hook into a left swing—before delivering a leaping overhead slash that sends his victim flying.

Slashing Blow is essentially an aerial version of Sonic Break with a minor difference: the combo ends with a downward strike rather than a launching attack. Otherwise, the damage and range on both Bravery combos are identical.

As with Sonic Break, Slashing Blow is your ideal attack for targets within its range. It's difficult to react to defensively because of its reach and speed, and with proper evasion canceling technique, it's also difficult to whiff-punish.

BRAVER

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ↑ + ● (chargeable)	80, 512 (592) / 80, 528 (608) / 80, 544 (624)	Charging increases radius, range, and Bravery damage. Descends to ground level from any height.



No Charge

Max Charge

Cloud descends from the sky with the full weight of his great sword, delivering devastation to enemies beneath him.

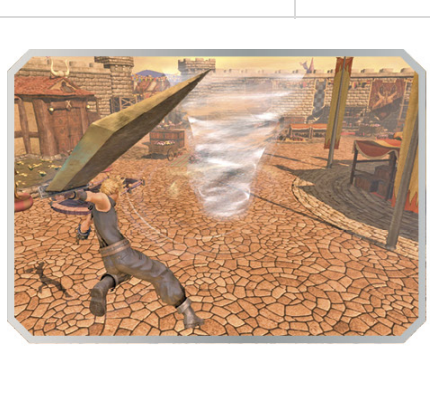
Braver is a dive-bomb-type attack that, from any altitude, completely drops you to ground level and, upon landing, damages enemies hit by its spherical explosion.

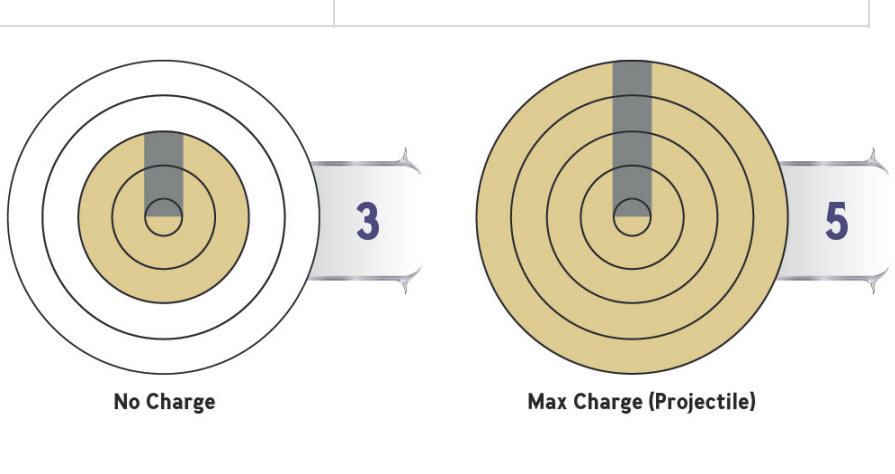
Braver is useful for both offense and defense. Charging the attack increases its area of effect, so it can make for a superb area-of-effect attack on multiple foes grouped together. It also sports decent reach, as Cloud leaps forward before diving to the floor. This move is especially useful on high-verticality maps, especially ones that are separated by tiered floor levels (like the Floating Continent).

Braver can be used to quickly evade enemies at high altitudes as well. For instance, if you find yourself caught out in the open and in the sky, and notice an enemy or two on the minimap following you, you can simply perform a Braver to instantly drop to the ground, potentially creating a large space between you and your pursuer.

TERMINAL VORTEX

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ↓ + ● (chargeable)	192, 192 (384) / 112x4 (448) / 80x7 (560)	Charging increases range and Bravery damage.





No Charge

Max Charge (Projectile)

Cloud spins around the weight of his great sword to hurl a massive tornado at his target, wreaking havoc on everything in its path.

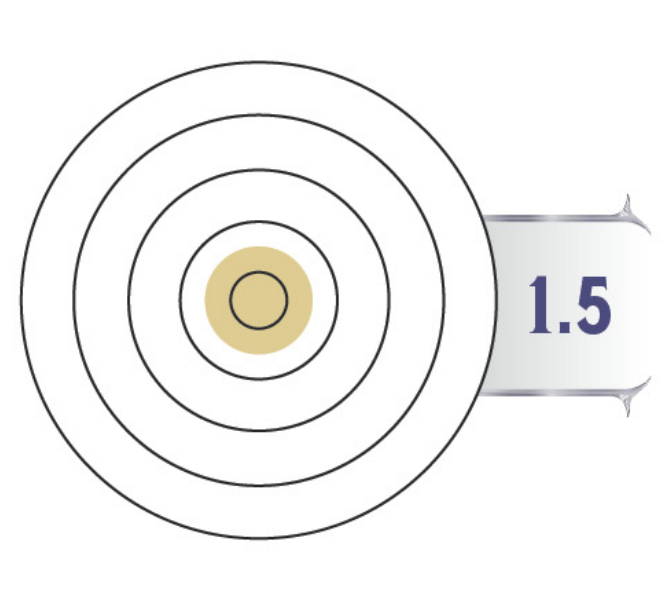
Terminal Vortex is an invaluable asset in Cloud's move set and a premium attack overall, greatly complementing your vanguard role. The projectile's tower-like stature, trajectory speed, and vertical tracking property make it difficult to avoid for foes who aren't already dashing or actively moving. And when it hits, the vortex flings enemies up into the air long enough for teammates to capitalize on their vulnerability.

Charging Terminal Vortex to its full potential, which you generally have time to do at long range, practically doubles its travel distance as well as boosts its damage.

Essentially, Terminal Vortex is the attack of choice in most distanced standoff scenarios. Unless you're already within melee range, throwing out a Terminal Vortex to put a threat on the battlefield should be a top priority.

CYCLONE RUSH

COMMAND	BRAVERY DAMAGE	NOTE
Dashing (Grounded & Airborne) ●	208, 304 (512)	—



Cloud lunges toward his foe and swiftly delivers two spinning slashes.

This is the only dashing attack available to Cloud, whether he's grounded or airborne. It's not remarkable compared to some of his other attacks, but it can be particularly useful for transitioning from a dash cancel or quickly turning on a pursuing enemy.

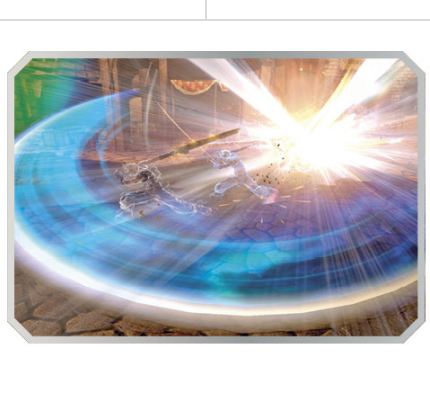
With a large gap-closing effect built into the attack itself, you can surprise an enemy chasing you simply by hitting ● as you're dashing away; Cloud immediately turns toward the enemy and dashes and swings at your current target, even if they're directly behind you.

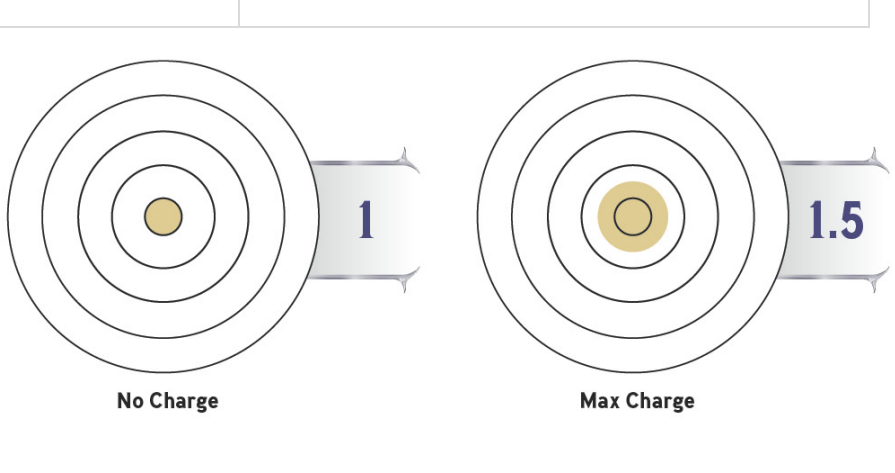
Cyclone Rush is the only Bravery Attack in Cloud's arsenal that can't be charged, and its vertical tracking is lacking compared to Slashing Blow. However, it provides a small horizontal range advantage over Sonic Break and Slashing Blow.

HP ATTACK BREAKDOWN

CROSS-SLASH

COMMAND	BRAVERY DAMAGE	NOTE
■ (chargeable)	128, 128 (256) / 144, 144 (288) / 160, 160 (320)	Charging increases range and Bravery damage.





No Charge

Max Charge

Cloud raises his great sword above his head, mustering a powerful force, then dashes forward with a crushing slash, followed by a swift swing, and finishes the sequence with a wide-arced sweep of the blade.

Cross-Slash is designed to be a versatile melee attack that you can use in most close-combat situations. Its range and speed are comparable to Slashing Blow, so it's an excellent mix-up option against enemies who are likely to guard your Bravery Attacks.

Cloud performs the entire combo on whiff and on hit. This property is a double-edged sword; it has a larger effective range because of its continuity, but it also leaves you more vulnerable, as you're committed to swinging away if you miss the first strike.

Ideally, Cross-Slash is used with a wall-pin combo setup, such as:

Slashing Blow > wall pin > dash cancel > Cross-Slash

Charging this move increases its range and Bravery damage, but note that its charge time is significantly longer than those of his Bravery Attacks.

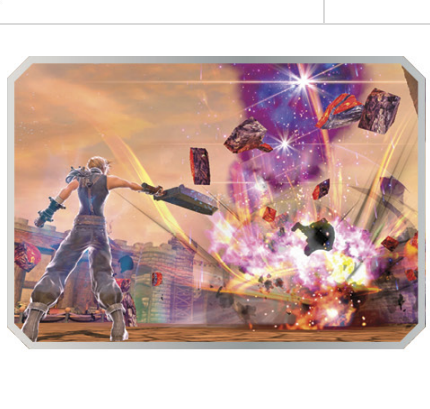
However, this attack comes with a distinct visual and audible telegraph on its start-up that can be used to your advantage. While this would generally be a downside because it essentially tells your opponent what attack you're charging up, you can trick enemies into mistiming their sidesteps by evasion canceling with this type of sequence:

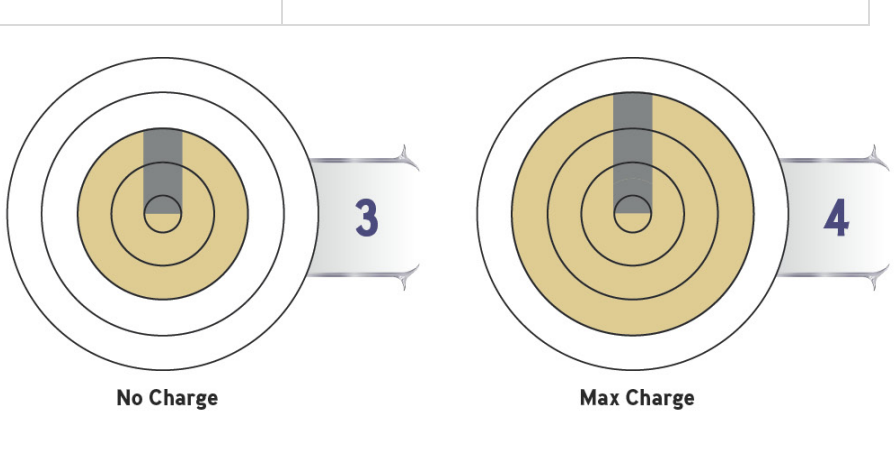
Cross-Slash charge > evasion cancel left/right > Slashing Blow

Your foe may hear and see your initial Cross-Slash animation and instinctively sidestep, allowing you to punish them with a quick Slashing Blow.

METEORAIN

COMMAND	BRAVERY DAMAGE	NOTE
■ (chargeable)	—	Charging increases range.





No Charge

Max Charge

Cloud launches a series of meteors into the sky that sequentially crash down in a linear shockwave pattern, laying waste to enemies before him.

Meteorain is a ranged HP Attack finisher with a relatively long cast time. It doesn't deal any up-front Bravery damage, so it's geared strictly to inflicting HP damage or finishing off enemies from a distance.

Its area of effect is relatively large, and it's an excellent move to use on groups of foes, potentially devastating the entire enemy team if they're grouped together, or if you can capitalize on a teammate's crowd-controlling attack.

While it's not an easy HP Attack to connect, it boasts superb vertical tracking upon cast release, making it a great ranged attack for high-verticality maps.

Meteorain is comparable to Terminal Vortex in terms of usage, but its range is noticeably shorter. And because it's an HP Attack, it doesn't provide guaranteed follow-up damage for nearby teammates looking to capitalize on your hits (since HP Attacks put enemies in an invincible state).

Charging up Meteorain results in a longer shockwave, with a charge time similar to Terminal Vortex and other Bravery Attacks.

CHERRY BLOSSOM

COMMAND	BRAVERY DAMAGE	NOTE
■ (hold)	128, 128 (256)	Requires full charge. Limit Break reduces charge time.

Cloud shows off his abilities and manifests a visibly intense energy around his target. After he gathers sufficient power, Cloud unleashes a devastating tri-elemental attack consisting of lightning, ice, and fire.

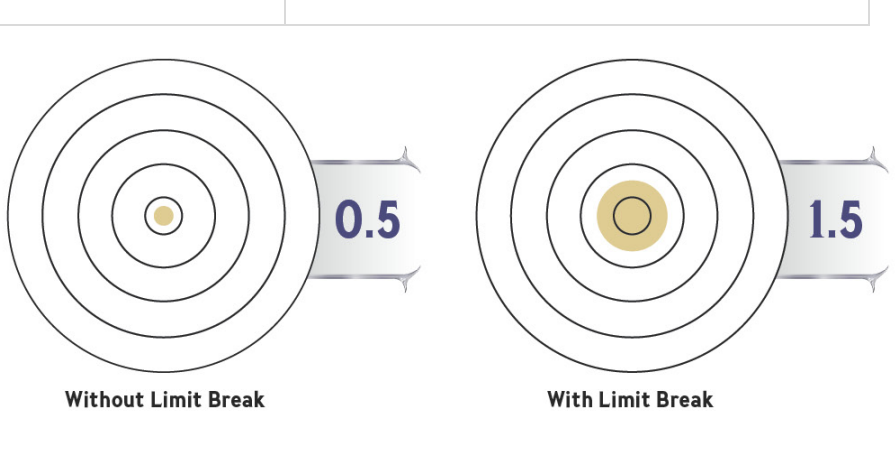
Cherry Blossom cannot be cast without a maximum charge, which takes around four seconds total. It's an all-or-nothing attack and one of the most difficult HP Attacks to use effectively, due to its long cast time and obvious telegraph. Furthermore, you can't naturally evasion cancel it during charge (although you can simply stop charging it to regain your mobility).

It's not without its strengths, though. Cherry Blossom doesn't have a range limit; regardless of distance, Cherry Blossom fires directly wherever the target is on the battlefield. With this HP Attack equipped, you can potentially destroy any opponent in the game from anywhere on the field, provided you can find the breathing room to spare the four seconds it takes to cast. With Limit Break active, its charge time is cut down to around two seconds, so it may be preferable to save your EX Skill solely to speed up Cherry Blossom.

While it's a highly telegraphed attack, it's also unguardable (being an HP Attack), and if the enemy isn't actively dashing or sidestepping upon cast completion, they're likely to be hit.

OMNISLASH

COMMAND	BRAVERY DAMAGE	NOTE
■	32x4 (128) / 56x9 (504)	Limit Break increases range.



Without Limit Break

With Limit Break

Cloud lunges at his target with a singular slash, then overpowers the enemy with an elaborate flurry of strikes, eventually ending the sequence with a rising blade into a powerful downward cut.

Omnislash is a straightforward HP Attack that deals a high amount of Bravery damage up front. It's an attack designed with one purpose—to kill anyone in range.

There are two distinct versions of Omnislash: one without Limit Break active and one with. Without Limit Break, Omnislash is a close-range, five-hit combo that deals roughly 150 up-front Bravery damage. With Limit Break active, its range increases dramatically, and it becomes a 10-hit combo dealing almost 500 Bravery damage.

Omnislash may seem identical to Cross-Slash, but there are significant differences that may determine how you use them. Omnislash does not force its combo on whiff, so if you miss the initial slash, you can quickly evasion cancel away; whereas with Cross-Slash, the remaining strikes are forced on a miss. Omnislash without Limit Break has a much shorter range than Cross-Slash as well.

Omnislash isn't chargeable like Cross-Slash is; its effect is only upgraded by activating Limit Break, so in many cases, it's not as versatile as Cross-Slash.

Its strength in conjunction with Limit Break can't be overstated. For 20 seconds while Limit Break is active, you become a critical threat to any foe within mid-range. Not only is your range increased drastically, but you can essentially finish off max-HP targets when your Bravery value is about 3100 since Omnislash does over 400 up front.

EX SKILL BREAKDOWN

LIMIT BREAK

COMMAND	BRAVERY DAMAGE	RECAST TIME	NOTE
▲	—	60 seconds	Charge time halved on most attacks and uniquely enhances certain HP attacks. 20-second duration.

With an intensified willpower, Cloud reveals an untapped strength that augments all of his combat abilities.

Limit Break is a Cloud-exclusive buff that persists for 20 seconds (with a 60-second recast time). While it's active, Cloud's attacks are enhanced in various ways. Cross-Slash, Meteorain, and all chargeable Bravery Attacks have their charge times reduced by half. Additionally, certain HP Attacks gain specific benefits, such as dramatically increased range, reduced charge time, and higher damage. For details on enhancements, see the preceding "HP Attack Breakdown" section.

Generally, how Limit Break should be used depends on your equipped HP Attack. Limit Break with Omnislash transforms you into a close-range killing machine, while Limit Break with Cherry Blossom makes you a massive mortar cannon. Keep this in mind when choosing your HP Attack.

BATTLE PLAN

Your primary strategy as a vanguard is to set up your teammates for success while protecting them from assassins and other vanguards. Cloud's move set is geared slightly more toward offense than defense, so use the threat of your strong mid-range attacks accordingly. Cloud's footspeed and dash speed aren't stellar, so going gung ho and looking for one-on-ones should take a back seat to a strength-in-numbers approach in most cases.

Fortunately, Cloud has access to an incredibly effective projectile that fosters this type of team play. His airborne ↓ + ● (Terminal Vortex) provides a threat from a distance you can use without committing to an unsafe melee attack. It's a crucial element in your arsenal, as it gives you and your teammates cover fire for follow-up attacks, and if you can score a hit with it on an enemy or two, your teammates can dash in to capitalize on its hit stun with their own attacks. In three-on-three standoff situations, you can usually get away with fully charging up Terminal Vortex to increase its effective range.

In terms of skirmishes, Cloud is a powerful duelist whose strengths shine in small areas with low verticality. His thrust attacks cover a large horizontal range, with most of his sword attacks having a built-in gap-closing effect. Grounded/airborne ● (Sonic Break/Slashing Blow), grounded ↑ + ● (Climhazzard), and dashing ● (Cyclone Rush) all have a pre-attack lunge for quickly catching up to and punishing fleeing foes. Unlike Sephiroth's neutral ●, none of Cloud's Bravery combos have "force combo" properties, so it can be dangerous to whiff your attacks. Use them deliberately and carefully. If you miss, remember to evasion cancel them to keep your movement fluid.

Although you won't get away with running up to enemies and nailing them with max-charge Bravery Attacks, your ability to charge and evasion cancel your charge-up animation plays a large role in combat. The threat of your charged-up moves changes the way your opponents react, so take advantage of this by threatening the range of these moves and then evasion canceling them to provoke a defensive reaction that you may be able to exploit.

Cloud's various HP Attacks give him some flexibility. You can take a lethal approach with Omnislash, banking on your Limit Break to amplify Omnislash's damage and range to give you an assassin-like lethality. Or you can take a more reserved approach with Meteorain, a chargeable ranged attack with the potential to devastate several clumped-up enemies at once. Cross-Slash is a great close-range unguardable attack for punishing guard-prone opponents. It's chargeable, so you can dramatically increase its range, or evasion cancel in order to bait out reactionary missteps from enemies.

To maximize your efficiency with Limit Break, plan out its use with your HP Attack in mind so you can put out the most damage during its 20-second duration. For instance, Cherry Blossom becomes a viable "infinite range" attack while Limit Break is active, with its charge time reduced by half (from four seconds to two). A sample strategy implementing Cherry Blossom is to build enough Bravery before activating your Limit Break, then wreak havoc on the battlefield by launching Cherry Blossoms on unsuspecting enemies from across the map.

On the surface, Cloud can seem like a basic, no-nonsense vanguard character with simple sword-based attacks. While he's fundamentally easy to play, his charging mechanic, along with his move-altering Limit Break buff, makes him a difficult character to fully master. Overall, he has a versatile toolkit that revolves around strong mid-range attacks (like Slashing Blow and Climhazzard) that are complemented with long-range projectiles (like Terminal Vortex and Meteorain).

GALLERY

APPEARANCE

Ex-SOLDIER Op. 1st Class

Cloudy Wolf

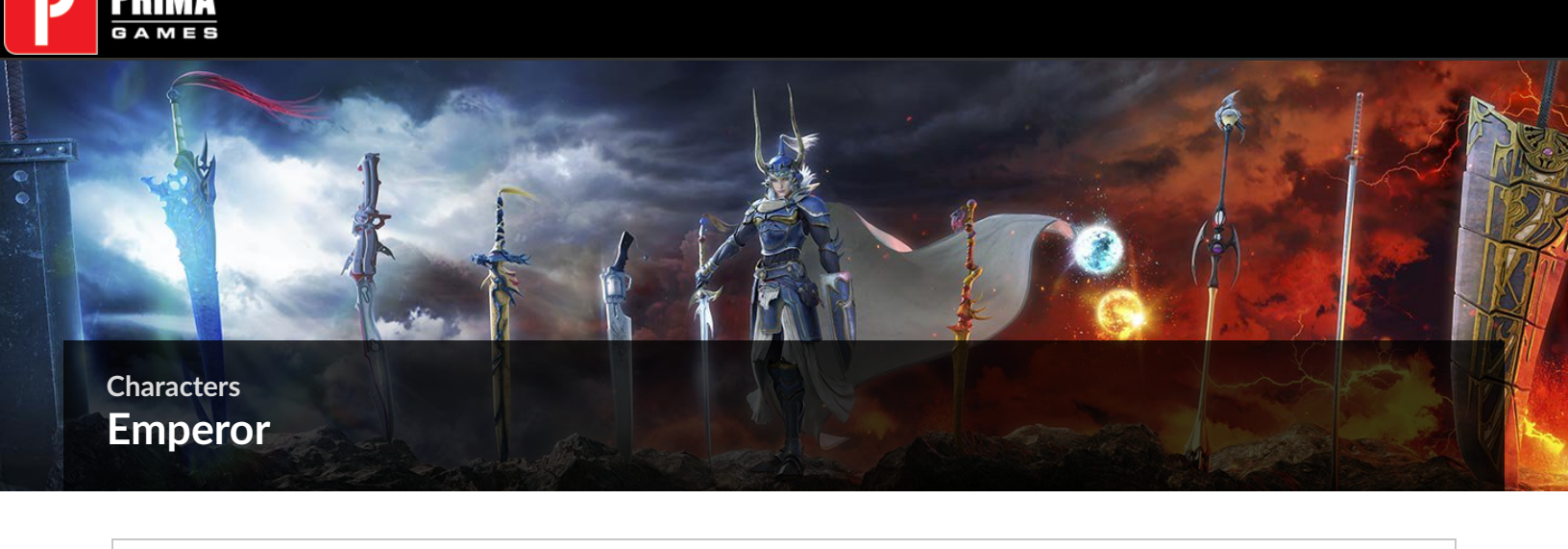
WEAPONS

Buster Sword

Hardedge

Fusion Sword

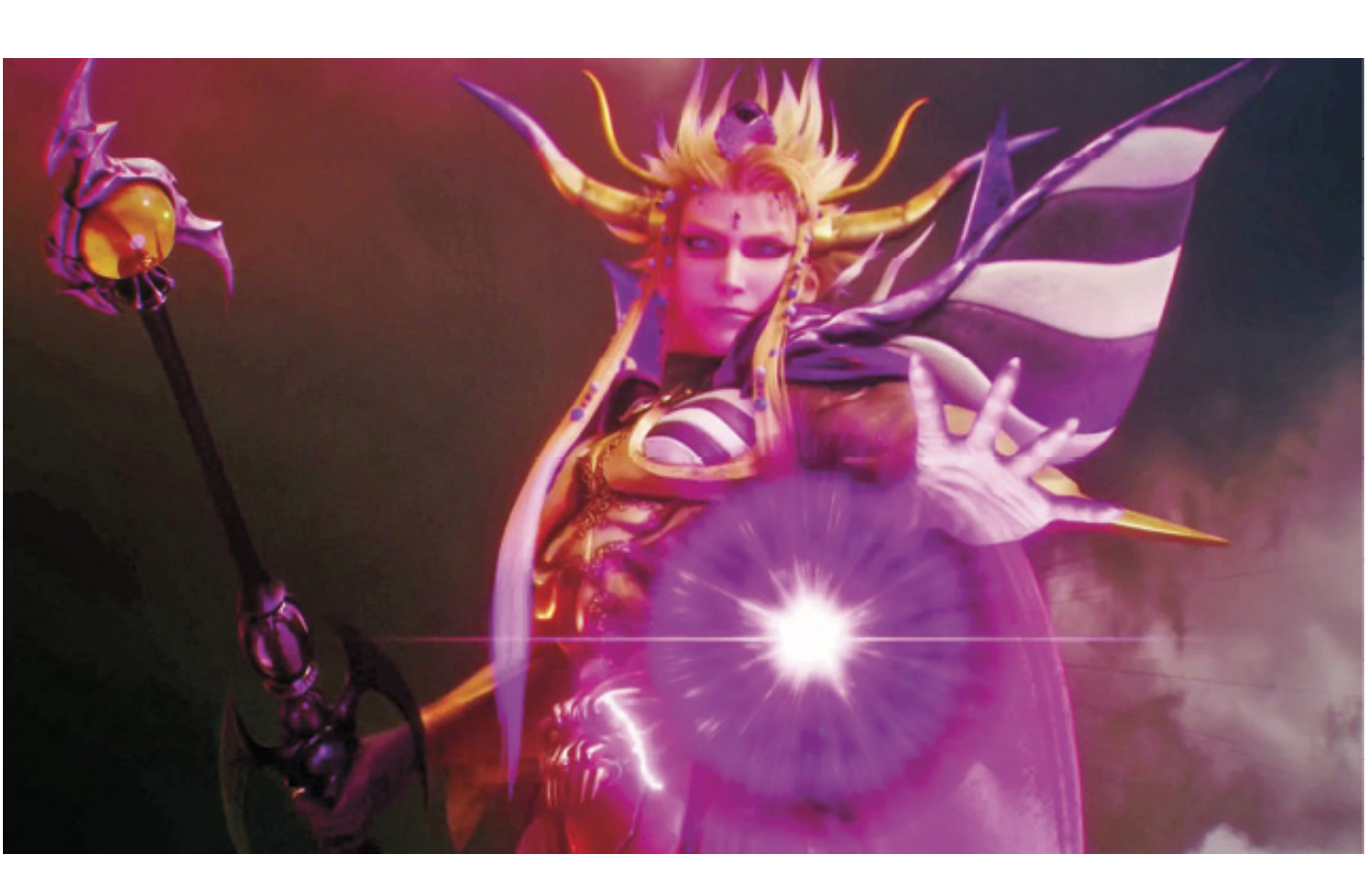
Force Stealer



Characters

Emperor

MARKSMAN



The Emperor is an eccentric character, but he can toy with foes by ensnaring them in a maddening labyrinth of traps. Cut off their escape with Starfall, and lead them into the hellish morass you've prepared.

Original Appearance: *FINAL FANTASY II*

Year: 2003

Role: The Emperor of Palamecia is a misanthropic tyrant with a zealous ambition of replacing humanity—whom he sees as inferior—with demons from hell. His efforts in world domination are met with resistance from a rebel army known as the Wild Rose Rebellion.

Other Noteworthy Appearances: *DISSIDIA FINAL FANTASY* (2009), *DISSIDIA 012 FINAL FANTASY* (2011)

ARSENAL

Bravery Attacks

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Blue Soul	Grounded	●	448	5.5	Emit a blue flare that repels all other magic.
Light Crest	Grounded	↑ + ●	208xN	4.0	Evoke a magic orb near your foe that emits projectiles of light.
Stygian Swell	Grounded	↓ + ● (chargeable)	448	0.5 / 3.0	Cause a wall of lightning to fall down in front of you. Holding down ● allows you to control the position of the wall.
Red Soul	Airborne	●	448	5.5	Cast a red flare that causes a massive explosion on hit or after a set period of time.
Beckoning Blast	Airborne	↑ + ● (chargeable)	432	3.0	Shoot an orb of magic that sucks in nearby enemies. Holding down ● allows you to aim the projectile.
Thunder Crest	Airborne	↓ + ●	16x7, 320(432)	3.0	Conjure an electric sigil at the opponent's position. It pursues its target for a short time before becoming a stationary trap.
Mine	Dashing (Grounded & Airborne)	●	80x1~13 (80~1040)	0.5	Generate several explosive orbs of lightning around you.

HP Attacks

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Dreary Cell	Anytime	■	24x6 (144)	2.0	Generate an arcane circle that temporarily follows and entraps foes.
Accursed Storm	Anytime	■	–	4.5	Sling a barrage of fireballs that home in on foes from mid-range.
Hellish Gale	Anytime	■	–	2.0	Conjure swirling tempests that engulf enemies directly in front of you.
Thorns of Repentance	Anytime	■ (chargeable)	–	2.5 / 3.5	Send eldritch magic hurtling toward distant foes.

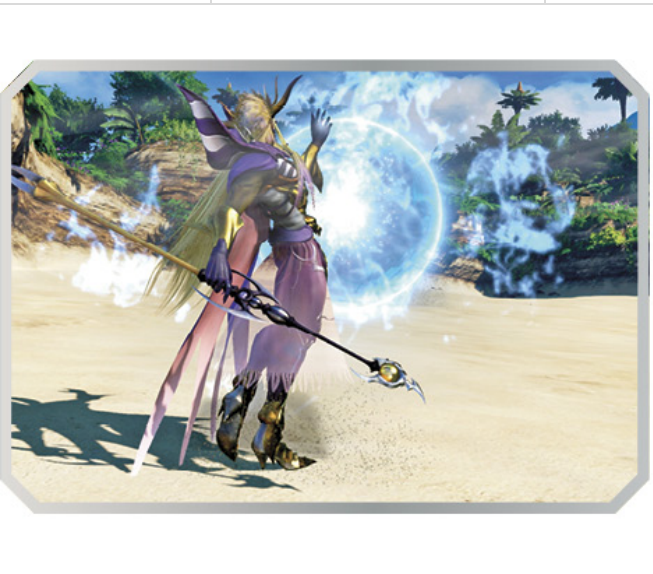
EX Skill

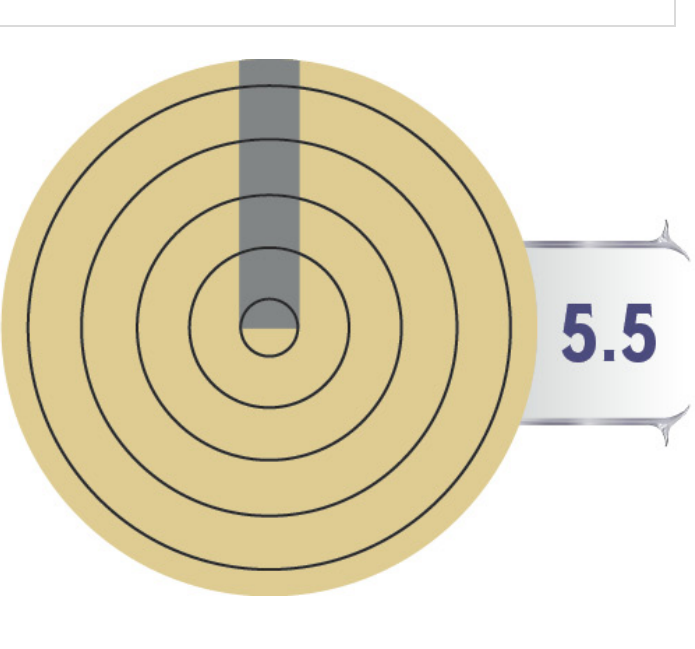
NAME	STATE	COMMAND	BRAVERY DAMAGE	RECAST TIME	RANGE	CAPSULE DESCRIPTION
Starfall	Anytime	▲	16x1~10, 320 (336~480)	60 seconds	3.0	Rain down a seemingly endless stream of meteors upon your foes. The last meteor temporarily prevents the opponent from moving.

BRAVERY ATTACK BREAKDOWN

BLUE SOUL

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ●	448	Persists for eight seconds. One projectile maximum.





The Emperor sends forth a blue flare that pursues his target relentlessly. The massive orb ignores other projectiles as it tracks the enemy.

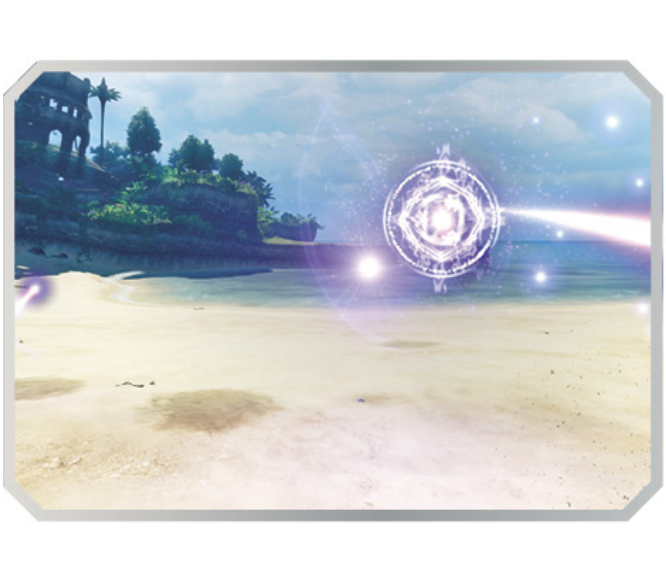
The Emperor's grounded and airborne neutral ● attacks differ from most marksmen's neutral ● attacks, as they're slow-moving tracking projectiles that persist on the battlefield for up to eight seconds. They're designed for a heavy zone-control playstyle, deterring enemies from approaching you directly while acting as cover for your teammates' melee aggression.

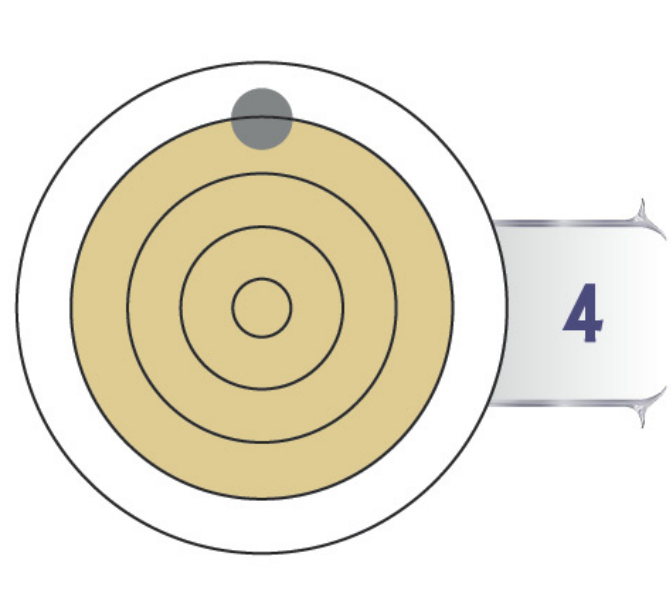
While you can have up to two Red Souls (airborne ●) active at a time, you can complement your Red Soul attacks by touching down and casting Blue Soul. Red Soul and Blue Soul are essentially "sister" attacks with identical properties. However, you can only have one Blue Soul active at a time, so in total, you can have three of these attacks out at any given moment (by casting Red Soul twice while airborne, and Blue Soul once while grounded).

Blue Soul does not interact with enemy projectiles at all (they pass through each other), while Red Soul does. You can use this to your advantage on offense against enemy marksmen, but just be sure to use a different attack to defensively negate enemy projectiles.

LIGHT CREST

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ↑ + ●	208xN	One magic orb maximum. Fires 9-11 shots.





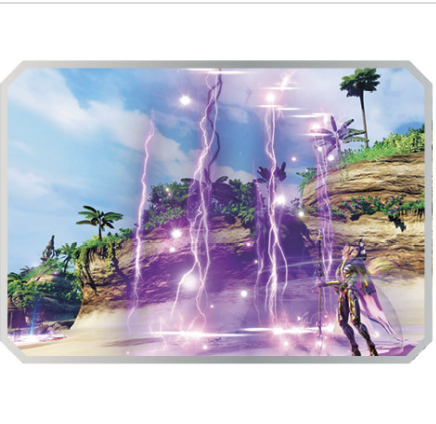
The Emperor signs a diamond shape in front of himself with his staff, casting a magical crest near his enemy. The crest stalks his target and fires several light-based projectiles at them.

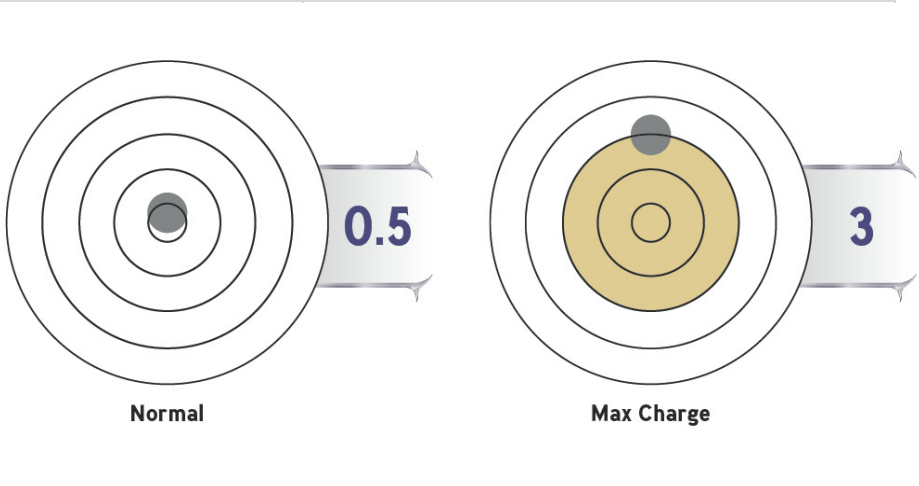
Light Crest has a relatively long cast time; it takes roughly two seconds for the Emperor to conjure the crest. Once manifested, the crest hovers over its target while shooting short-range projectiles that knock the enemy away.

While its required casting time leaves you vulnerable, successfully conjuring this crest can wreak havoc upon a foe as it stalks them for a long period of time, firing up to 11 light shots in various directions. Expect 3-4 shots to hit a stationary target. It's best used as a follow-up after a knockdown effect (such as after an HP Attack). Its effectiveness in a skirmish is limited since it's fairly easy for enemies to avoid with normal movement and dashing.

STYGIAN SWELL

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ↓ + ● (chargeable)	448	Charging changes casting distance.



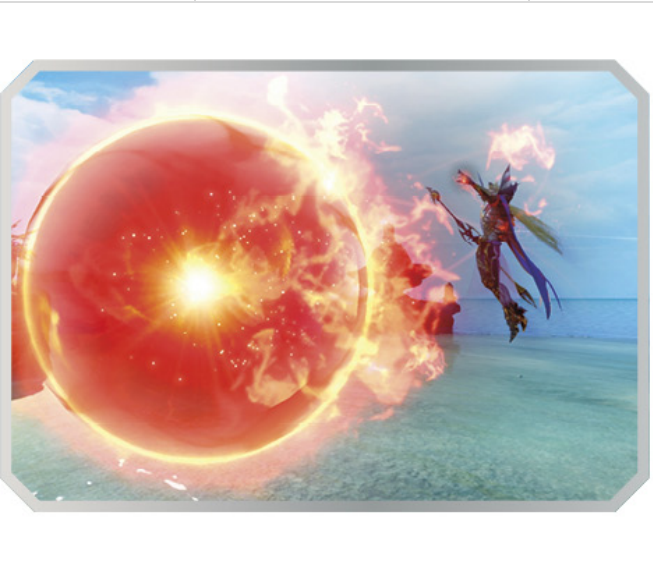


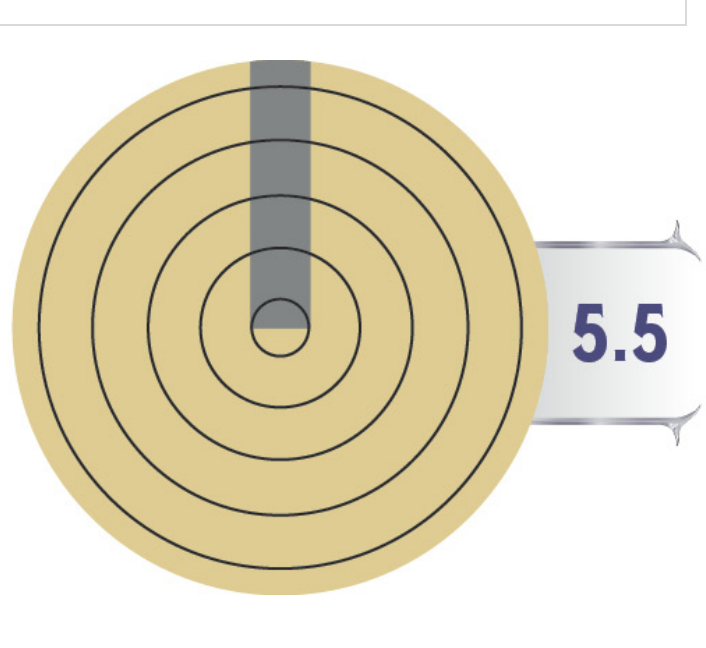
The Emperor conjures a small orb that travels along the ground. On his command, the orb forms a persistent wall of lightning bolts that blasts away any enemy to touch it.

Stygian Swell is a defensive attack with modifiable range. Its hit effect covers a large square-shaped area. Holding ● when executing the attack allows you to adjust where the lightning wall is deployed. However, this technique can be difficult to apply properly, as you're vulnerable during the orb's travel. Since the lightning wall stays up for a few seconds, Stygian Swell is best used without charge to instantly prop up a cage between you and an approaching enemy. It also provides some vertical reach, which can deter any fliers circling overhead from swooping down. It is also a great barrier to throw up to annul some incoming projectiles. Dash canceling into your own Stygian Swell also provides you with temporary protection from combatants while dash canceling away from Stygian Swell is excellent for creating a healthy amount of safety distance.

RED SOUL

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ●	448	Persists for eight seconds. Two projectiles maximum.





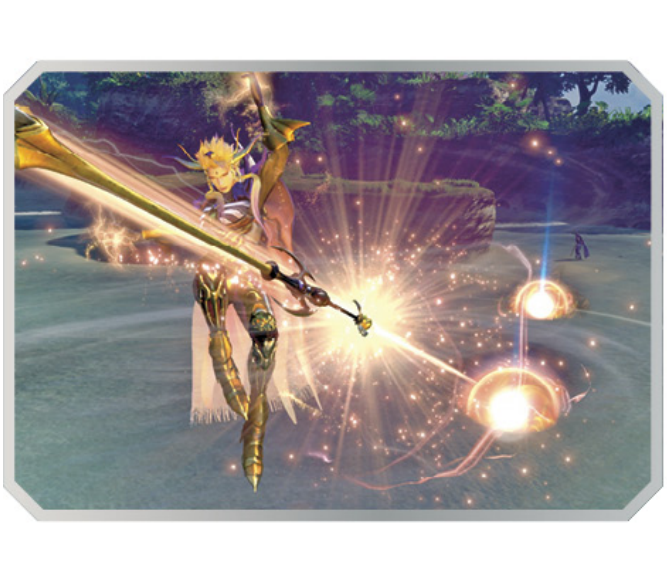
From the air, the Emperor casts out a slow-moving red flare that chases the enemy, resulting in an explosive blast when it hits.

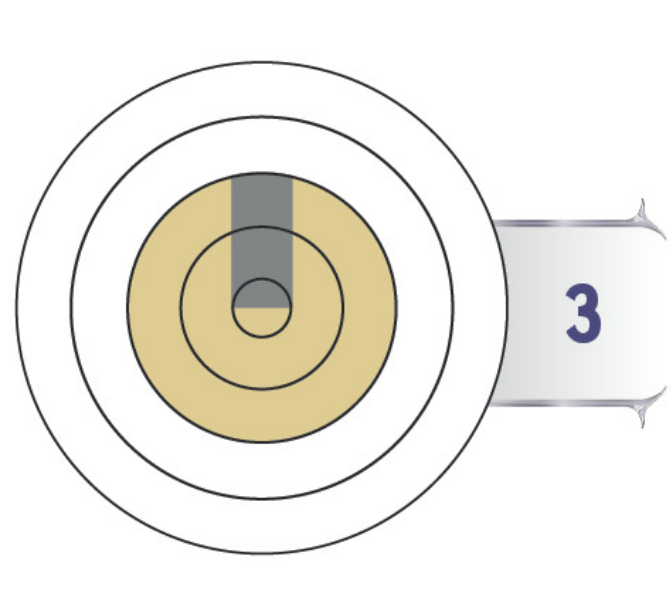
Red Soul is the aerial version of Blue Soul, although with a few key differences. The red sphere interacts with enemy projectiles (nullifies weaker ones and can be nullified by stronger HP Attack projectiles), whereas Blue Soul simply ignores all enemy projectiles. Additionally, you can place up to two Red Souls on the battlefield at once. If you cast a third, the first one dissipates.

Red Soul is useful in most scenarios, and you can use it liberally throughout a match. It can be employed to set up an offensive or defensive posture, thanks to its slow-pursuit property (as a preemptive attack to cover your team's follow-up aggression, for example).

BECKONING BLAST

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ↑ + ● (chargeable)	432	Projectile trap draws in nearby enemies. Trap persists for 20 seconds. One projectile and one trap maximum.





The Emperor's staff becomes a magic cannon. He aims it at a target and fires off a massive glowing orb. Upon contact with an enemy, the orb explodes and knocks them back a short distance.

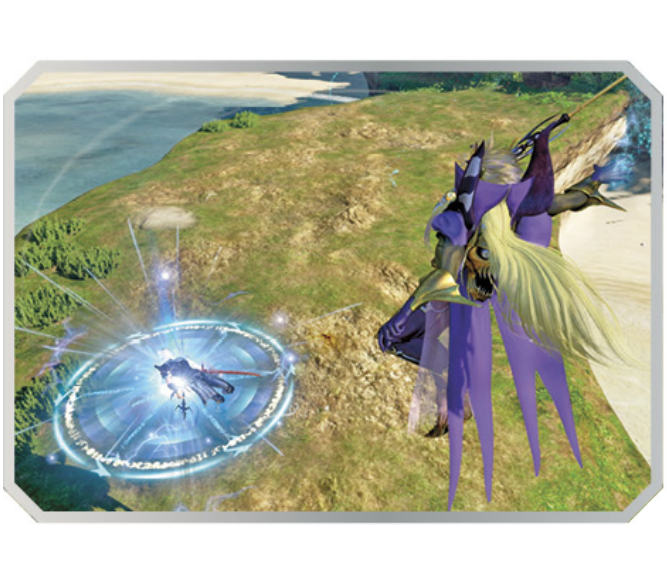
Beckoning Blast is an incredibly unique and powerful projectile and trap-type hybrid attack. If the projectile impacts a surface or object before impacting an enemy, it turns into a magical trap with a draw-in effect, pulling in nearby opponents and damaging the first one to make contact with it. The trap sticks to the first obstacle it encounters (such as walls, the ground, and trees, except at the edges of a map, where this trap will only stick to walls.).

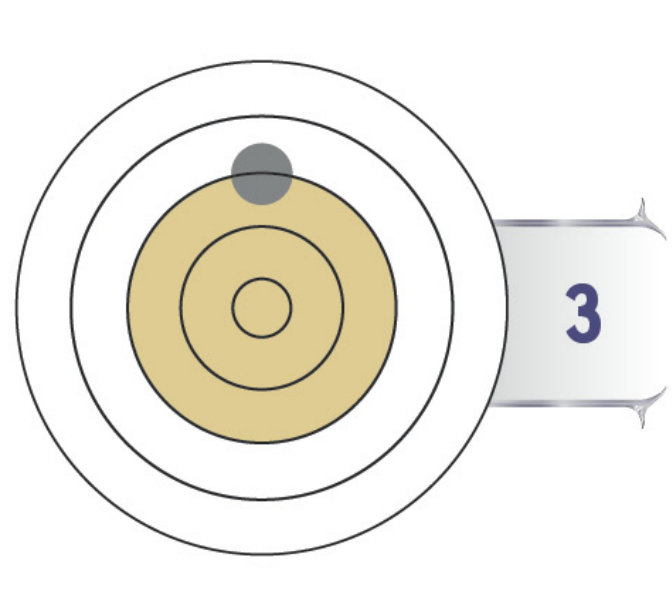
Furthermore, Beckoning Blast can be charged by holding ● upon execution. While charging, you can manually aim where the Emperor fires the projectile (aim with the left stick). This lets you plant the trap strategically. For instance, you can set up a defensive fortress around an incoming summoning core by aiming Beckoning Blast near the base of a core to deter melee-based enemies. Alternatively, you can quickly aim the blast at your feet near the ground to set up a defensive posture that deters melee attacks from vanguards and assassins.

The projectile for Beckoning Blast travels relatively quickly, so it is important to mix it in with your other projectiles while engaging at mid-range. The trap effect of Beckoning Blast lasts 20 seconds and the player can still fire more projectiles without worrying about the trap disappearing. Even if a Beckoning Blast projectile contacts an enemy, the trap will not disappear.

THUNDER CREST

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ↓ + ●	16x7, 320 (432)	Trap persists for 20 seconds. One trap maximum.





The Emperor generates a disc-like trap that tracks and shocks his foe, stunning them for a short time.

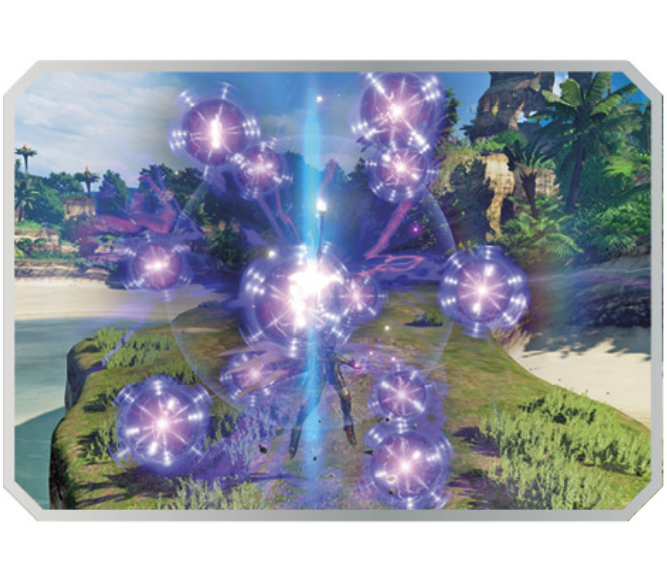
This telegraphed ranged attack places a trap directly on the target. It pursues the enemy briefly as soon as it's fully manifested. If it doesn't hit its target, Thunder Crest persists as a trap for 20 seconds. You can only have one Thunder Crest on the battlefield.

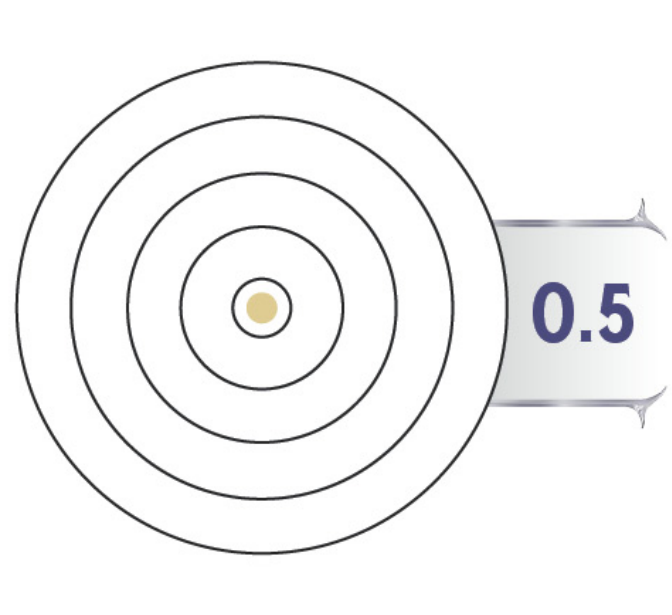
Thunder Crest is ideally used as a follow-up attack to Red Soul and Blue Soul in order to keep foes on their feet. It can leave you vulnerable to aggression, so keep an eye on the map before casting it to prevent being flanked by enemies. Thunder Crest is excellent for team combos, as its multi-hit effect locks down foes for a relatively long period of time, allowing your teammates to capitalize on it with their own Bravery and HP Attacks.

Unlike dashing ● (Mine), Thunder Crest is cast directly on your target (whereas Mine is placed wherever you are). The trap can travel vertically and also has some vertical reach, but the enemy is safe if they remain underneath the trap. It also functions as a lesser version of his unique EX Skill, Starfall, and can even be used together in a nasty combo that locks down any unlucky opponents caught in the area.

MINE

COMMAND	BRAVERY DAMAGE	NOTE
Dashing (Grounded & Airborne) ●	80x1~13 (80~1040)	Each mine persists for 10 seconds. One trap maximum.





The Emperor surrounds himself with a phalanx of 13 levitating mines, each triggering a small magical blast to foes who run into them.

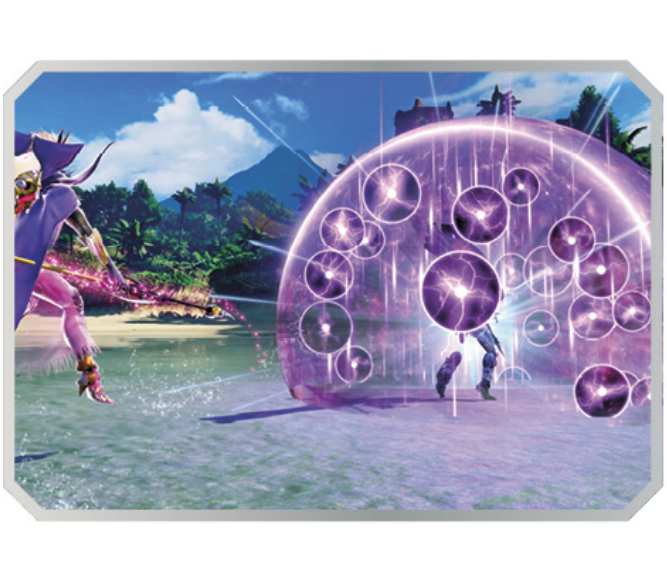
Mine is a defensive trap that covers a large area for 10 seconds. Only one set of mines can be placed at a time. Mine is one of your best defensive zoning tools, as it can be placed in the air and on the ground, as long as you're dashing. Each orb counts as a separate object, with each mine triggered individually. So if an enemy runs into a mine, only that one explodes and deals its 80 damage, while the other mines remain. The mines will detonate if they expire, but not if they disappear from successive casts.

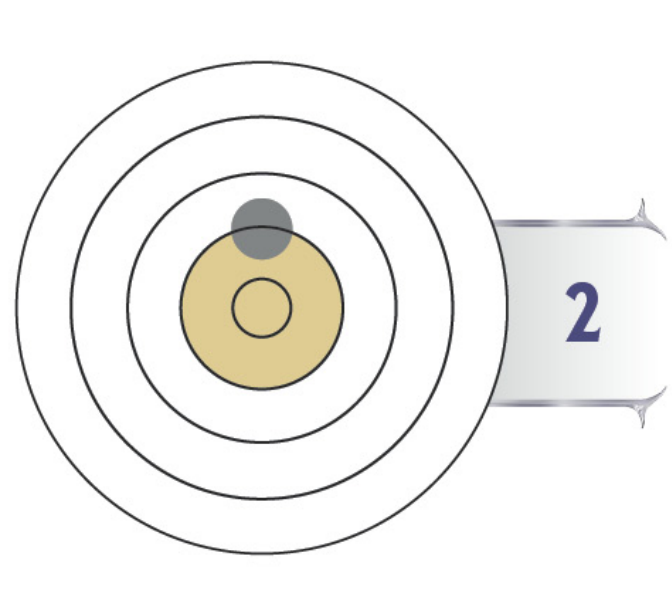
Use Mine to fortify an area or to preface your Blue Soul and Red Soul attacks. An excellent situation in which to utilize Mine is when a summoning core is about to emerge. When you see and hear the incoming summoning core announcement, target the core and immediately dash over and place a Mine on top of it. This lets you get an early advantage on the core while setting up a defensive posture in the area where there's sure to be conflict. Note that the summoning core does not trigger mines; however, when the mines explode after the 10-second duration, the blast effect does damage the core.

HP ATTACK BREAKDOWN

DREARY CELL

COMMAND	BRAVERY DAMAGE	NOTE
■	24x6 (144)	Trap persists for 20 seconds. One trap maximum.



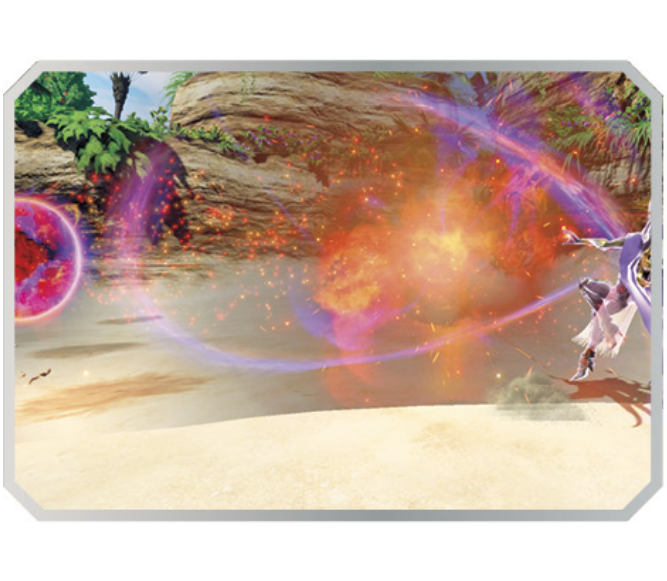


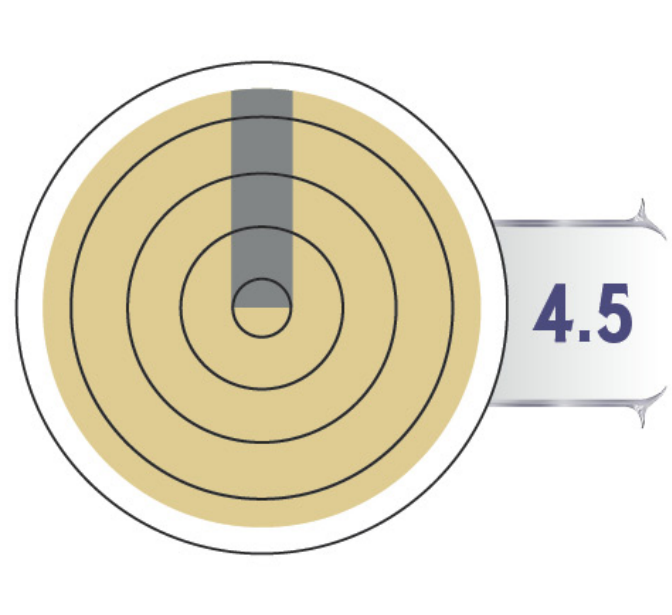
The Emperor conjures an arcane circle that tracks his target and traps them for a while with Bravery-damaging hits before dealing HP damage.

Dreary Cell is largely similar to Thunder Crest. Dreary Cell stays on the battlefield for 20 seconds, tracks enemies briefly upon appearing, and entraps enemies caught in it with multiple hits. Although it has less range than Thunder Crest, you can use it to supplement your trap-based playstyle since you can cast one of each on the battlefield.

ACCURSED STORM

COMMAND	BRAVERY DAMAGE	NOTE
■	–	Tracking orb persists for seven seconds. Can move while casting.





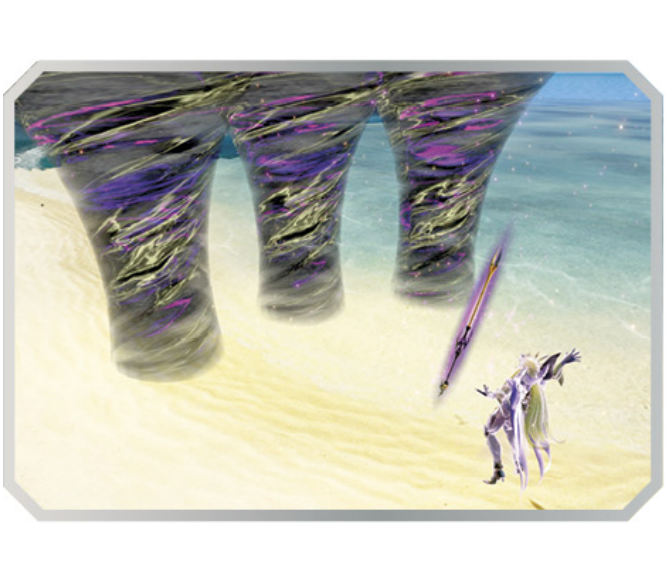
The Emperor casts a sphere of energy that homes in on a target. The sphere periodically emits fireballs at nearby enemies.

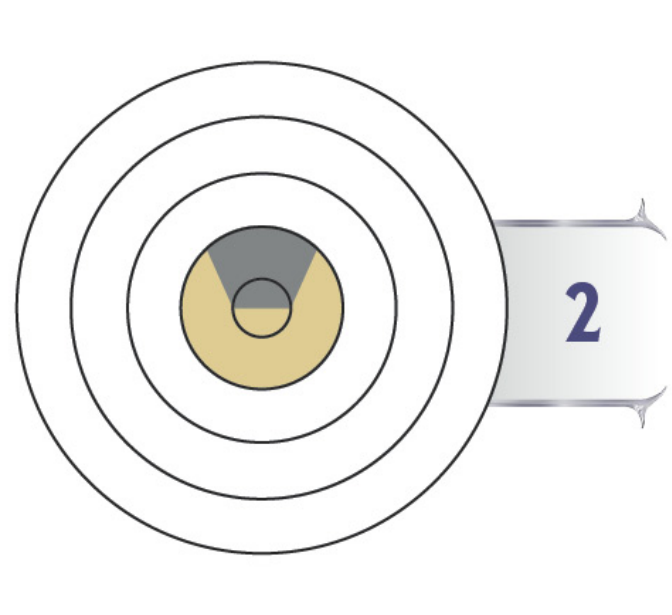
Accursed Storm has a unique acceleration and trajectory pattern. It's released with a high burst of speed, but quickly decelerates while it nears its max range. When it begins decelerating, it pursues and emits fireballs directly at the targeted foe. The sphere stays on the battlefield for up to seven seconds, or until the sphere hits an opponent.

This HP Attack is incredibly powerful for an offense-based playstyle. Its long duration and unique turret-like property make it difficult for enemies to avoid entirely, forcing them to move out of position and potentially luring out mistakes.

HELLISH GALE

COMMAND	BRAVERY DAMAGE	NOTE
■	–	Tornadoes persist for six seconds. One set of tornadoes maximum. Can move while casting.





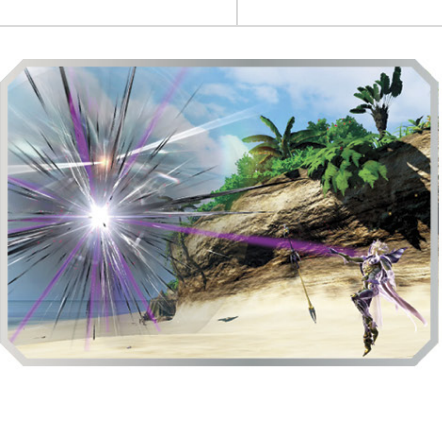
The Emperor engulfs himself in a roaring vortex and then quickly disperses it into a meandering trio that guard from approaching intruders.

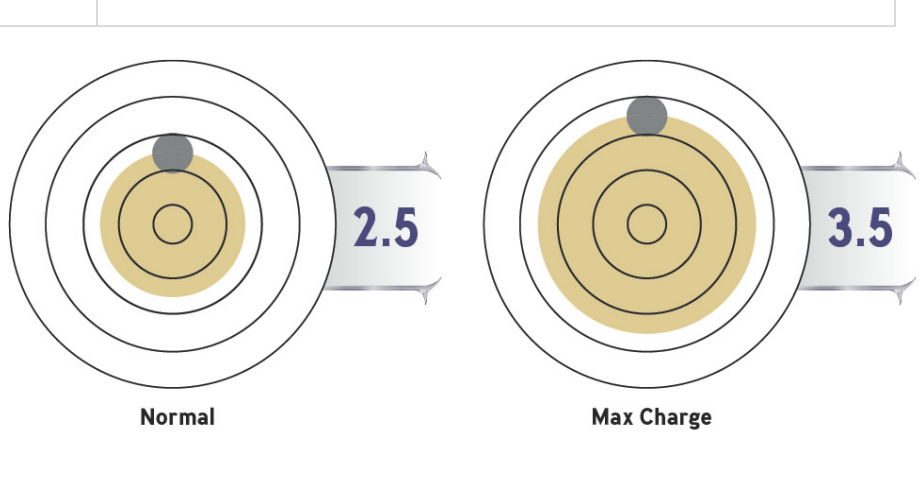
The three Hellish Gale tornadoes fly forward and strike enemies near the Emperor while diverging from each other as they travel. They quickly decelerate to roughly half speed at around 1.0 distance, where they creep forward, remaining on the battlefield for a while.

While the tornadoes offer no vertical tracking, they cover a high vertical space due to the height of the attacks. Hellish Gale offers a unique persistent-type projectile, covering three entirely separate areas, unleashed in a cone-shaped pattern. Although it's not an attack you can quickly throw out to score HP damage on a distant foe, it provides a distinct advantage in zone control, especially combined with your myriad traps and persistent Bravery Attacks.

THORNS OF REPENTANCE

COMMAND	BRAVERY DAMAGE	NOTE
■ (chargeable)	–	Charging increases range. Can move while casting.





The Emperor swiftly conjures an otherworldly force directly on his enemy, devastating nearby foes as it bursts.

Thorns of Repentance is the fastest HP Attack at your disposal, ideal for quickly dealing HP damage on immobile and unsuspecting foes. It's a direct, non-projectile attack, particularly effective against preoccupied enemies, as its casting animation is short enough to punish most foes if they're not already in motion.

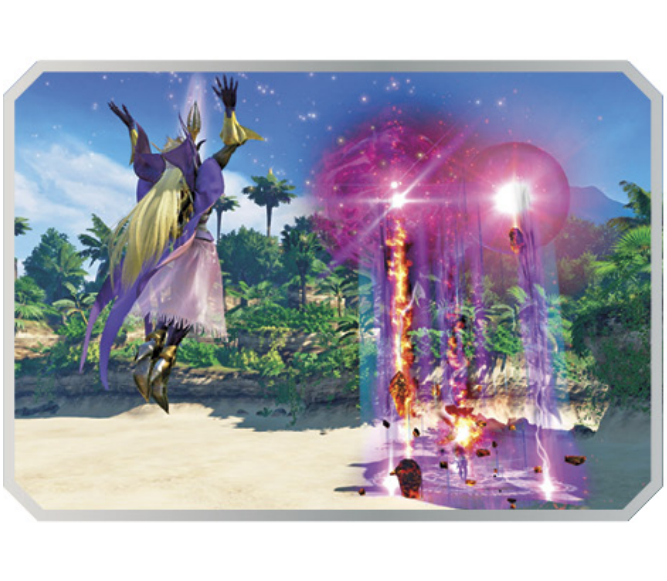
You can take enemies by surprise with this attack by charging it to increase its range.

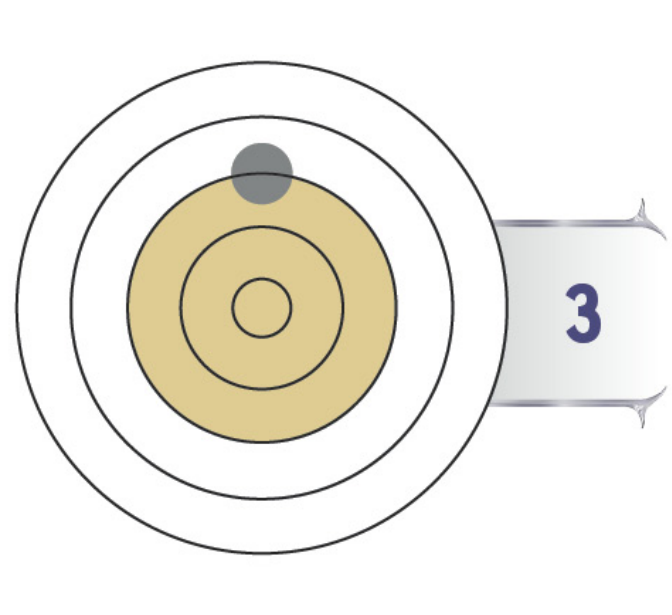
Its main drawback is that—unlike your other HP Attacks—it adds little utility in terms of zone control. If you miss the attack, it leaves no residual effects.

EX SKILL BREAKDOWN

STARFALL

COMMAND	BRAVERY DAMAGE	RECAST TIME	NOTE
▲	16x10, 320 (336~480)	60 seconds	Final meteor hit inflicts stun-like debuff for six seconds (prevents air recovery).





The Emperor casts the original Meteor spell, Starfall, causing a destructive long-lasting shower of small meteors to rain down on his foe. The meteor shower ends with a massive asteroid crushing and stunning victims caught in the attack.

Starfall is a long-distance direct attack that lasts for seven seconds. Enemies caught entering its large area of effect take constant Bravery damage and are locked in place from the meteors' hit-stun effect. The final asteroid attack at the end of the spell causes a Starfall debuff that prevents air recovery, leaving victims vulnerable to a follow-up combo.

The Emperor's unique EX Skill largely mirrors and supplements his zoning-based combat style. While it's not an attack meant to quickly strike enemies upon release, it covers a huge area, essentially creating a massive no-fly zone. Like Mine, Beckoning Blast, and his crest attacks, Starfall can be used to fortify a defensive position around a summoning core. Additionally, it can be used as a follow-up to a teammate opener attack, or to peel off aggressive enemies ganging up on one of your teammates.

BATTLE PLAN

Generally, your role as a marksman is simply to stay alive while dealing damage from a distance and setting up your teammates with cover fire and lockdown effects. The Emperor's toolkit fulfills this role in a distinct fashion, as it's heavily tuned for defense and zone control. His attacks lack speed, so positioning and timing are incredibly important. Before you execute your attack rotations, check your surroundings and stay near your teammates so you can set up cover fire for them in a controlled manner.

The Emperor's grounded and airborne neutral ● attacks (Blue Soul and Red Soul) aren't your standard rapid-firing projectile-type attacks. These two spells are low-velocity tracking orbs that pursue foes. You can and should use these moves liberally, since they're excellent for both offense and defense.

Ideally before you begin an assault, you're in a safe position from which you can set up your various trap attacks that preface your follow-up Blue Soul and Red Soul attacks. For instance: from a low-altitude jump (or from a quick neutral dash release), use a charged ↑ + ● (Beckoning Blast) aimed at an angle near your feet to plant a trap that draws in enemies. Then, behind the cover of your Beckoning Blast, start throwing out Blue and Red Soul projectiles to pester foes, giving your melee-centric teammates space to attack. Once your teammates initiate an engagement, use your direct-target trap attacks, like grounded ↑ + ● (Light Crest) and airborne ↓ + ● (Thunder Crest), to follow-up your allies' aggression with lockdown effects.

One of your most important duties is controlling the area around the summoning core. The Emperor is well suited for this task, with his plethora of traps, so pay attention to the "incoming summoning core" visual and audible notifications. Aim to be the first one to arrive at a summoning core so you can set up your dashing ● (Mine) minefield, along with a well-placed Beckoning Blast to cover additional area. If you have Starfall available, you can cast it near or directly on the summoning core to ensure that you build your summon gauge.

Most of the Emperor's HP Attacks are consistent with his fighting style. Three of them are long-lasting attacks designed to control a certain area, with each one covering distinct areas. Dreary Cell is a mid-range trap with pursuit properties, similar to Thunder Crest. With good team coordination, you can set up effective stun-lock combos between Thunder Crest, Dreary Cell, and your allies' melee attacks. Accursed Storm is a long-distance attack that sends out a mobile turret that hunts your target for seven whole seconds. Hellish Gale is a unique attack—each of its tornadoes covers a separate area, limiting your foes' pathing on the battlefield. Thorns of Repentance is your only non-trap-type attack and is simply a fast direct-target blast that deals HP damage. It's suitable for a more offensive playstyle.

Try to keep a strong projectile and trap presence on the battlefield at all times, and keep track of which traps and how many of them you can deploy. You can only have one of each projectile/trap out on the battlefield at a time (aside from Red Soul, which has a limit of two).

The Emperor is actually one of the easier marksmen to play, as the best of his abilities are fire-and-forget. Between the slow-moving projectiles and long-lasting traps, you don't need to keep track of where your opponents are, as just ensuring that your threats are always active on the battlefield already gives your team an advantage. In essence, his projectiles can be thought of as just a different type of trap.

His moves don't require precision as they either home in toward their target, or they remain on the battlefield long enough for their target to run into. The strategy can be described as forcing your opponents to make mistakes by pressuring them with traps, and then capitalizing upon those mistakes.

An example attack rotation for the Emperor could be:

Thunder Crest > **Beckoning Blast** > **Red Soul x2** > **Guard Cancel** > **Blue Soul**

This leads to five different threats on the battlefield at once, with the freedom to cancel as necessary.

Evasion canceled Stygian Swells make it extremely difficult for any enemies to get close to you, and if they do, they risk getting hit by a giant projectile, walking into a trap, or being repelled by a Hellish Gale, assuming they don't get shocked by the tower of lightning in the first place. Among marksman characters, the Emperor is one of the most defensible ones and his traps make it nearly impossible to walk away unscathed.

He excels at creating initiation opportunities as an enemy is bound to get hit by a projectile or trap eventually, and when they do, they are unable to act for several seconds. His large projectiles and area-of-effect traps force teams to spread out, making it easier to isolate a straggler. If the opposing team groups too close together, you can immediately punish them with any spell in your arsenal.

Mighty Strikes is arguably the single best common EX Skill for the Emperor. It doubles the Bravery damage of all your abilities, turning each of your traps and projectiles into threats that siphon almost 1000 Bravery per hit. Whereas other characters tend to deal damage dispersed over many hits, the Emperor has access to many single-hit nukes capable of dealing explosive amounts of damage.

Just as a comparison, Colossal Shantotto allows for only one 960 Bravery Damage spell every minute. Mighty Strikes allows for the Emperor to cast Blue/Red Soul 6 or 7 times, each dealing almost 900 Bravery Damage.

Furthermore, you can lay out all your traps and fire all your projectiles before activating any buffs, and they will all gain the benefit as long as they strike an enemy before the buff expires—abilities check for buff/debuff modifiers on hit, not on cast.

The buff can also be activated reactively to empower your nearby allies when you have trapped a foe in a Starfall.

Bindga provides an additional method of keeping your opponents in place, allowing for a long immobilization chain using Starfall > Bindga > Thunder Crest or Dreary Cell. The opponent cannot air-recovery out of Starfall, and the Bindga projectile homes, making this a relatively easy feat to pull off.

Ramuh is an excellent summon for the Emperor due to the power of Mighty Strikes. With a cooldown of 15 seconds and a duration of 60 seconds, the buff should have an uptime of around 25%.

The Emperor utterly dominates on wide-open arenas but he suffers a bit more on obstacle-ridden ones that can annul his slow-moving projectiles. He still has tools to operate from behind cover, but his effectiveness is reduced when opponents can use walls to nullify his heaviest-hitting nukes.

He also suffers a bit in high verticality situations because his spells don't offer as much vertical mobility. Beckoning Blast can be aimed above or below him, but it is very difficult to actually hit a moving target.

GALLERY

APPEARANCE

Monarch of Palamecia

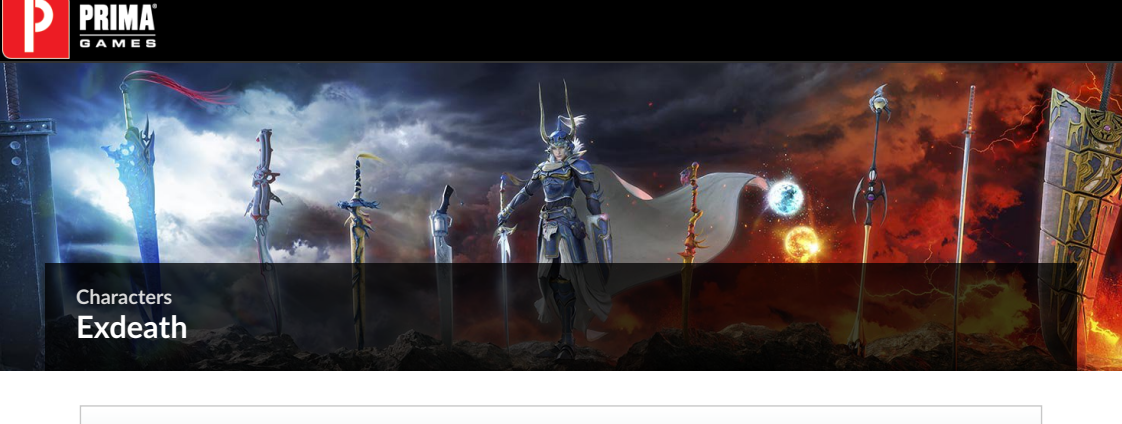
Violet Robe

WEAPONS

Demon's Rod

Venom Rod

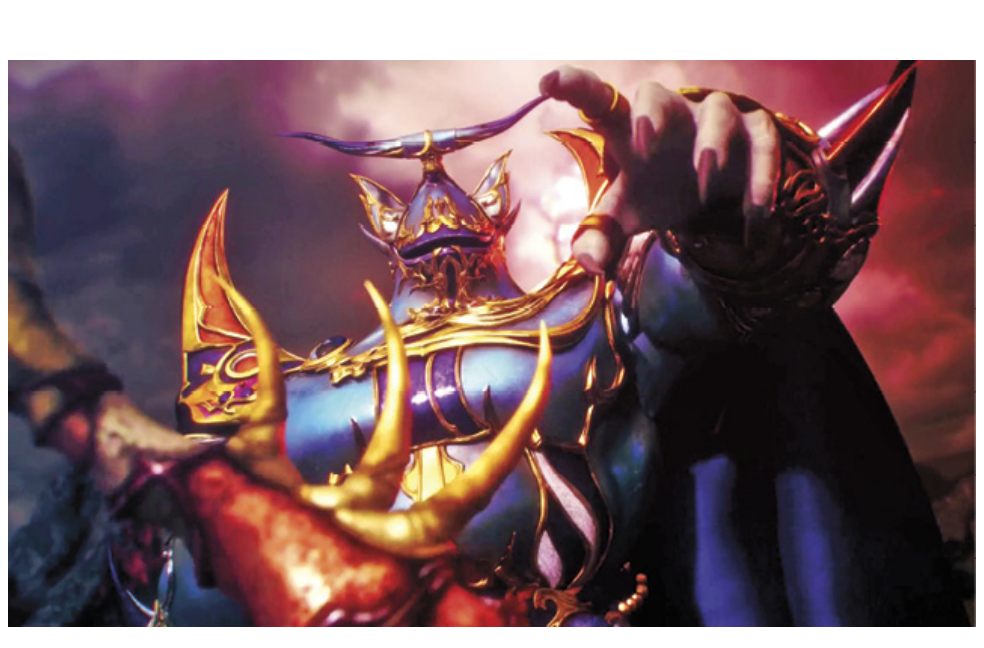
Rod of Spite



Characters

Exdeath

SPECIALIST



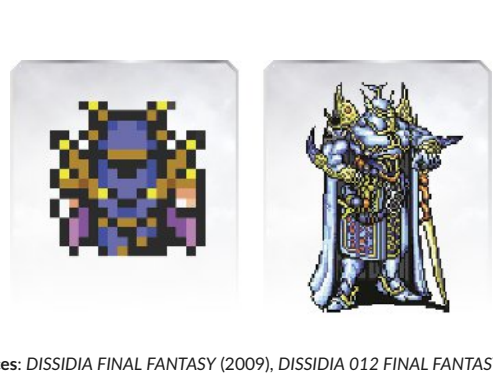
This diabolical mage delights in negating enemies' faculties with his ternion of powers. Seal away their EX Skills, afflict them with ailments, and answer their attacks from any distance to dominate the battlefield.

FINAL FANTASY V

Original Appearance: *FINAL FANTASY V*

Year: 1992

Role: Exdeath is a bizarre entity who must regard humans as strangely as they regard him. Originally an enormous tree within a magical forest, used as a prison for evil spirits, Exdeath gained a dark awareness of himself and the world around him and embarked from the Great Forest of Moore in the form of a heavily armored warlock. He seeks to control the limitless power of the Void.



Other Noteworthy Appearances: *DISSIDIA FINAL FANTASY* (2009), *DISSIDIA 012 FINAL FANTASY* (2011)

ARSENAL

Bravery Attacks

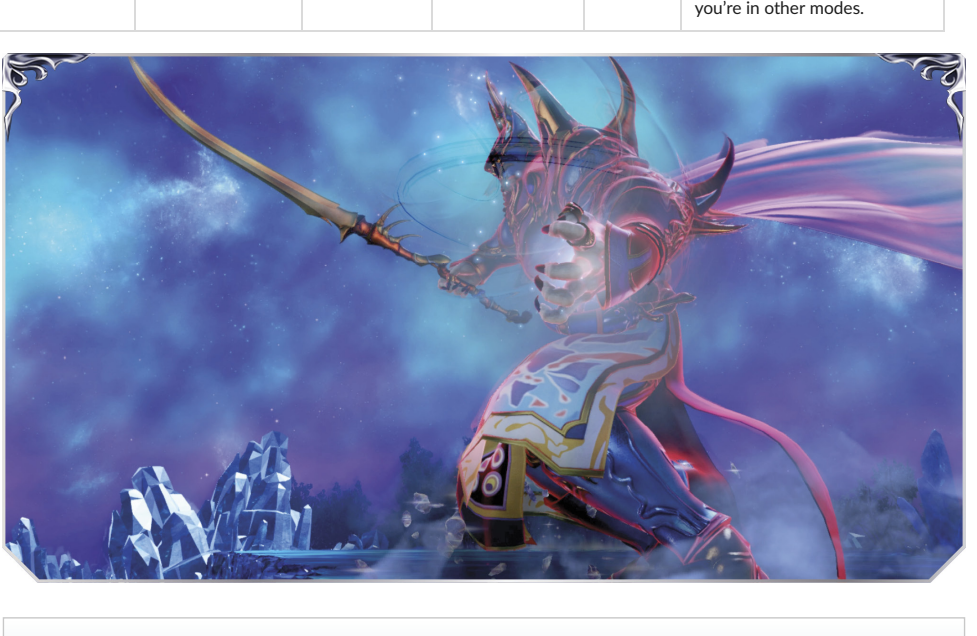
NAME	STATE	COMMAND	BSK	NFL	HEX	RANGE	CAPSULE DESCRIPTION
Sword Dance (Grounded)	Grounded	● > ● > ●	144, 144, 224 (512)	128, 128, 192 (448)	96, 96, 144 (336)	0.5	Use sorcery to manipulate your sword into performing a series of deft blows.
Vacuum Wave	Grounded	⬆ + ●	480	416	320	2.0	Send a shockwave rushing toward your opponent.
Earth Shaker	Grounded	⬇ + ● > ● > ●	144, 144, 192 (480)	128, 128, 160 (416)	96, 96, 128 (320)	2.5	Send your opponent flying with an eruption of rocks from beneath their feet.
Sword Dance (Airborne)	Airborne	● > ● > ●	144, 144, 224 (512)	128, 128, 192 (448)	96, 96, 144 (336)	0.5	Use sorcery to manipulate your sword into performing a series of deft blows.
Abasing Rush	Airborne	⬆ + ● > ●	32x4, 64, 304 (496)	32x4, 48, 256 (432)	16x4, 48, 208 (320)	1.5	Position your sword in front of you before charging toward your target.
100 Gs	Airborne	⬇ + ●	432	368	288	3.0	Send a powerful magic projectile to pursue your opponent.
Reverse Polarity	Dashing (Grounded & Airborne)	●	64	64	64	0.5–2.5	Teleport to the position indicated by the magic symbol you send forth, and follow up with an attack. If your attack hits, you may cancel it into another Bravery Attack.

HP Attacks

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Delta Attack	Anytime	■	–	1–1.5	Unleash a wave of arcane energy at mid-range.
Maelstrom	Anytime	■	–	2.0	Manifest a tornado at your foe's position that remains for a short period of time.
Almagest	Anytime	■	–	0.5	Release the power of the Void on nearby foes.
Omni Block	Anytime	■	–	1.5	Erect a barrier that deflects Bravery Attacks (and HP Attacks if charged), creating a window for counterattacks.

EX Skills

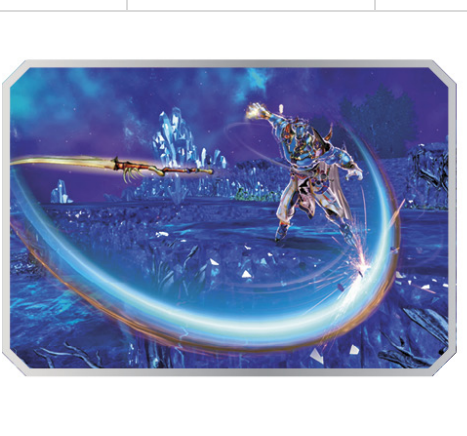
NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Mode Change	Anytime	L3	–	–	Changes modes.
Black Hole	Berserker Mode	△	-400/second 16x4, 32 (96)	0.5	Attack your opponent and spawn a black hole on top of them, applying a debuff that rapidly decreases their Bravery.
Power of the Void	Nullifier Mode	△	–	3.0	Create an area around yourself, within which EX Skills cannot be used.
White Dwarf	Hexer Mode	△	–	–	Temporarily increase the effects of debuffs while in hexer mode. Your attacks apply debuffs even when you're in other modes.

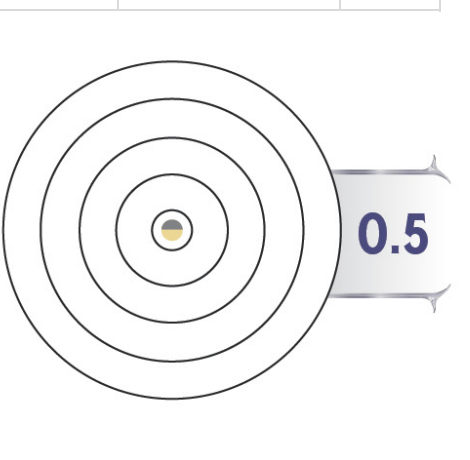


BRAVERY ATTACK BREAKDOWN

SWORD DANCE (GROUNDED)

COMMAND	BSK	NFL	HEX	NOTE
Grounded ●	144, 144, 224 (512)	128, 128, 192 (448)	96, 96, 144 (336)	–





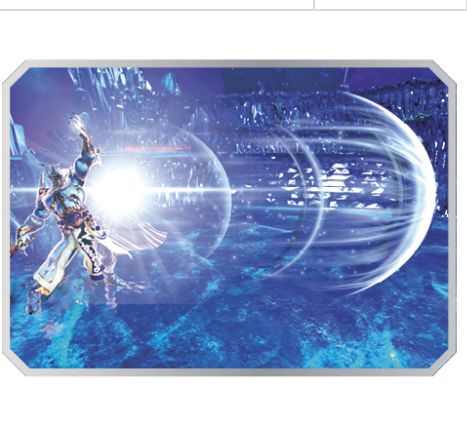
Moving his sword with his telekinetic power, Exdeath opens with a left-to-right lateral slash, brings the sword back across for a follow-up hit, then slashes with a scooping motion to hurl the victim away to mid-range.

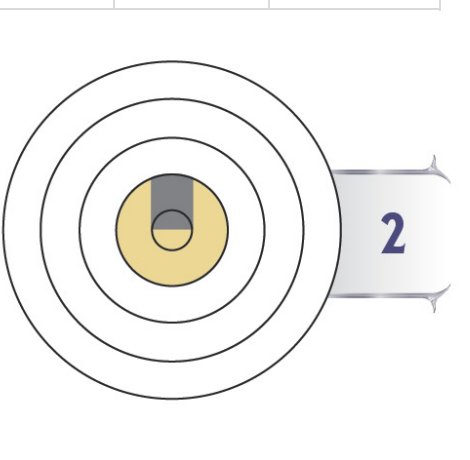
This opening poke has decent range for an attack of its type; it doesn't quite reach to the first minimap circle. This isn't identical to airborne Sword Dance—grounded Sword Dance is a little better at hitting targets off to the side, while airborne Sword Dance is better suited to slashing at enemies slightly higher or lower than Exdeath.

Be ready to guard or evasion cancel during the recovery of a missed Sword Dance opener. The sequence has higher poise in berserker form, while the final hit inflicts a debuff in nullifier and hexer forms.

VACUUM WAVE

COMMAND	BSK	NFL	HEX	NOTE
Grounded ⬆ + ●	480	416	320	–



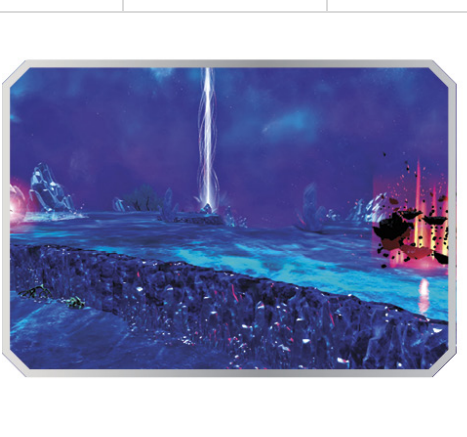


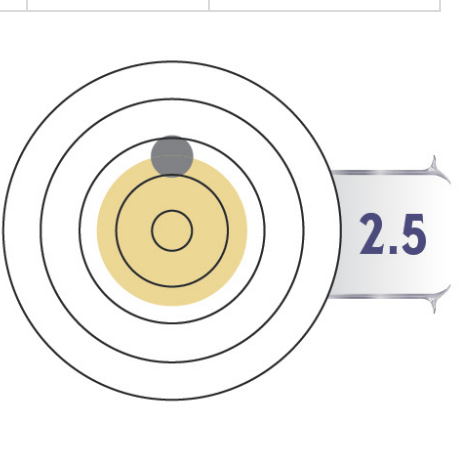
Exdeath hurls forward a blade of telekinetic force, like a single quick, skinny pillar. Anyone in the way sustains a single strong slice while being knocked back hard.

While Vacuum Wave is a less dominating shockwave/pillar-type spell than just about all the rest, not as tall, with shorter range and less homing, it has three distinct advantages. The first is that it can inflict Death Knell or Curse in one quick hit, instead of requiring you to finish out a Bravery combo. Secondly, Vacuum Wave can easily hit multiple foes if they're lined up. This can build huge amounts of Bravery, as much as 1440 unbuffed for hitting three enemies. Lastly, Vacuum Wave is one of the few projectiles that can cause a wall rush. The wall needs to be pretty close behind the Vacuum Wave victim, but it's still worth keeping in mind. This is especially powerful in arenas like Midgar, with its hallway-like channels. Throw Vacuum Wave down a channel at the enemy team and you might score several wall hits and build a ton of Bravery at once!

EARTH SHAKER

COMMAND	BSK	NFL	HEX	NOTE
Grounded ⬇ + ● > ● > ●	144, 144, 192 (480)	128, 128, 160 (416)	96, 96, 128 (320)	Can move while casting. Only final hit knocks down.





Moving his left hand in a series of swipes, Exdeath conjures up to three explosions of rock right under the foe's feet, provided they're in range. Exdeath can keep gliding around during this multi-stage spell, like many marksmen, making him less vulnerable during the casting.

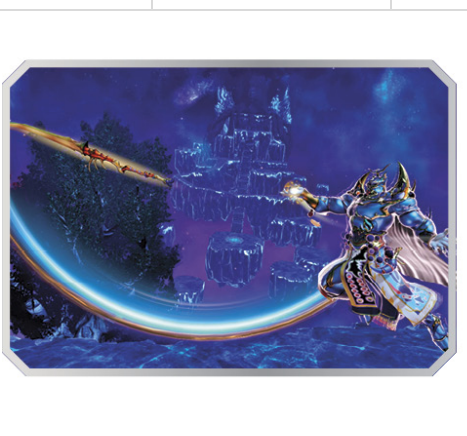
The radius for these rock hits is small, compared to many similar spells. Only the third and final rock smack knocks down anyone it hits (or inflicts debuffs, in nullifier/hexer mode), and they'll probably only eat that if they ate the first or second one, which would briefly hold them in place for the follow-up rocks to combo.

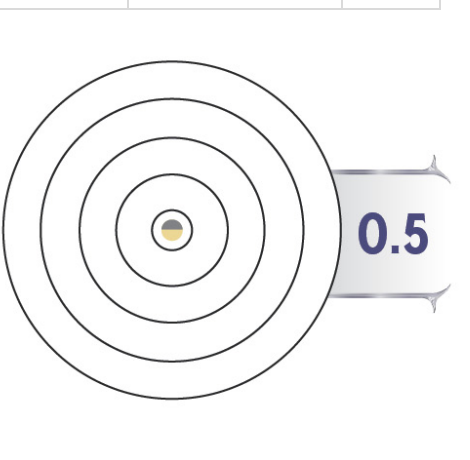
Anyone who keeps moving in one direction will easily dodge all three casts. This makes it especially foolish to cast Earth Shaker at an enemy who's actively targeting Exdeath and moving forward. If they see you start this attack, they can simply air-dash directly at Exdeath, no precautions needed.

Instead, this spell combo's best use is as a mid-range equivalent of unfinished ● > ● combos up close—it's great for holding a foe who's engaged with one of your allies, setting your friend up to tack on their own Bravery combo, HP Attack, or EX Skill. The first two hits of Earth Shaker take a long time, giving your melee allies plenty of opportunity to realize you've laid out a combo red carpet for them. In short, Earth Shaker is a terrible dueling tool, but great for lending support to someone else's melee skirmish.

SWORD DANCE (AIRBORNE)

COMMAND	BSK	NFL	HEX	NOTE
Airborne ● > ● > ●	144, 144, 224 (512)	128, 128, 192 (448)	96, 96, 144 (336)	–





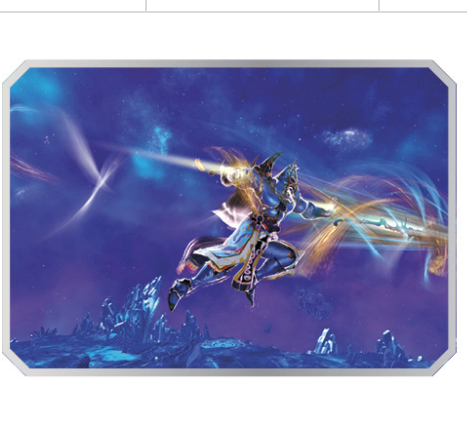
In mid-air, Exdeath sweeps his blade upward from around his right hip to above his left shoulder. After catching prey with this slice, he can follow up with a matching slash in the other direction, before a spearing thrust that bashes them far into mid-range.

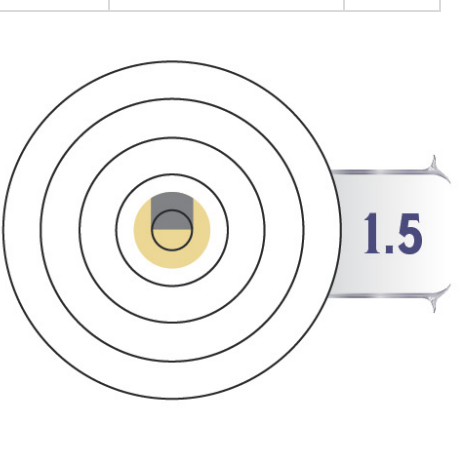
Sword Dance hits in the same amount of time on the ground or in the air, but the air version does a better job of tracking up or down a little, though it has slightly shorter reach.

Two hits can be used to harass weaker fighters, and to set them up for more punishment from your teammates, if they're close. This works especially well in berserker mode when engaging enemy marksmen, or prying enemy assassins off marksmen on your team. Finish off the combo of all three hits for knockback, potential wall rushes, and inflicting nullifier/hexer debuffs.

ABASING RUSH

COMMAND	BSK	NFL	HEX	NOTE
Airborne ⬆ + ● > ●	32x4, 64, 304 (496)	32x4, 48, 256 (432)	16x4, 48, 208 (320)	–





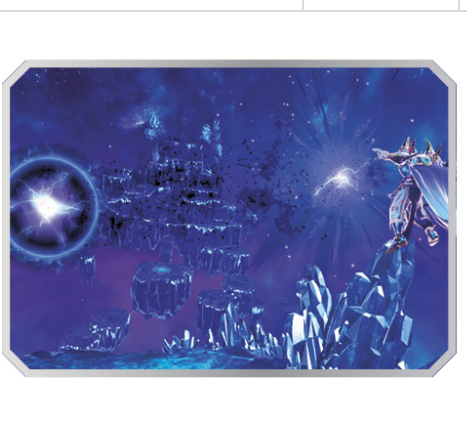
Exdeath lunges forward with his sword floating ahead, clearing the way before him. As he glides through the air, he drags along anyone he catches for several hits. On a successful catch, he can then cross his hands and send the sword forcefully forward, kicking the enemy far away.

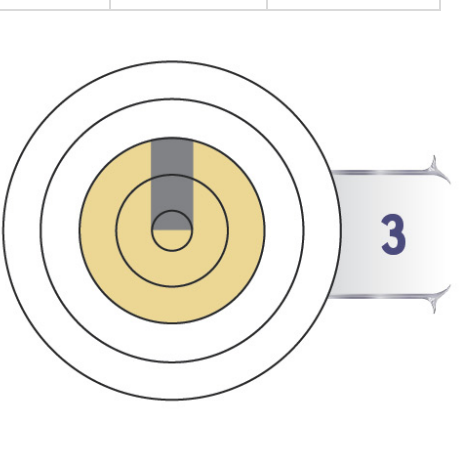
The vertical tracking on this lunging attack is decent—you can dive-bomb someone at ground level after a quick double-jump from max range, though this won't reach from a max-height double-jump. Though airborne Sword Dance's opening slash has respectable mid-air range, Abasing Rush helps ensure you reach your target when they're dancing on the border between close- and mid-range.

You'll have ample chances to choose between airborne Sword Dance and Abasing Rush, getting used to the range difference between them, when targeting foes with Reverse Polarity.

100 GS

COMMAND	BSK	NFL	HEX	NOTE
Airborne ⬇ + ●	432	368	288	–





Exdeath sparks a singularity in his left hand, then hurls it toward the enemy. It homes in on them with good range and tracking, dealing a single hard hit on impact.

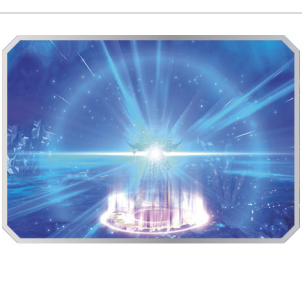
100 Gs is Exdeath's most flexible projectile threat, allowing him to do a credible impersonation of a marksman when the situation calls for it. Cut the recovery of the throw short with an evasion or guard cancel, so you can get to your next attack or Mode Change sooner.

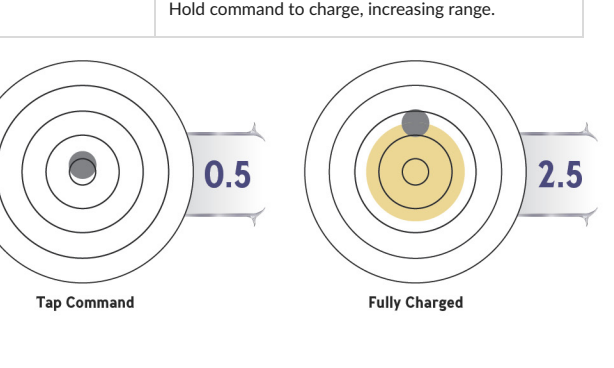
When hovering low to the ground, one effective way to inflict both enfeebles on one target, especially when they're cornered or preoccupied, is to shoot 100 Gs as nullifier or hexer, guard cancel to drop to the ground (using the opportunity while falling to toggle over to the other debuffing mode), then attack with Earth Shaker upon landing, gliding forward while casting the rock spell.

If you're worried the enemy will avoid the 100 Gs orb and charge in past the rock explosions, follow 100 Gs by evasion canceling forward and casting 100 Gs again, swapping modes as desired to keep debuff-ready 100 Gs orbs in play. When in nullifier mode, a single L3 press gets you to hexer mode; when in hexer mode, remember to double-click L3 to bypass berserker and get back to nullifier quickly.

REVERSE POLARITY

COMMAND	BRAVERY DAMAGE	NOTE
Dashing (Grounded & Airborne) ●	64	Hold command to charge, increasing range.





Tap Command

Fully Charged

Stopping suddenly after dashing, Exdeath hovers in place, arms crossed, above a rotating magical glyph, as a thin circle quickly skates straight toward the target. As long as Exdeath hovers, charging, the circle keeps moving forward; whenever he releases, he immediately teleports to wherever the circle ends up, skipping through the space in between and emerging with an explosion.

Depending on how long you hold Dashing (Grounded & Airborne) ●, Exdeath's warp distance changes. Tap the command and the circle warps Exdeath across only half a minimap circle; continue holding ● to throw the circle to max distance, and Exdeath warps halfway across the minimap. He's invincible while warping and attacking; in effect, he's one of his own best projectiles during this dashing teleport strike!

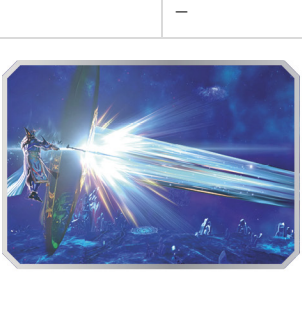
The recovery for Reverse Polarity can be canceled into Bravery Attacks. This gives Exdeath a combo starter by himself, without the help of an ally or a wall hit. The only caveat is that enemies can easily avoid this by moving, since the skating circle that aims warp doesn't reorient when they move. It's easy to end up warping to nobody when using this attack. But when it works, it's terrific, allowing Exdeath to be more aggressive than expected, to the point of approaching marksmen and assaulting them by warping right through their spells.

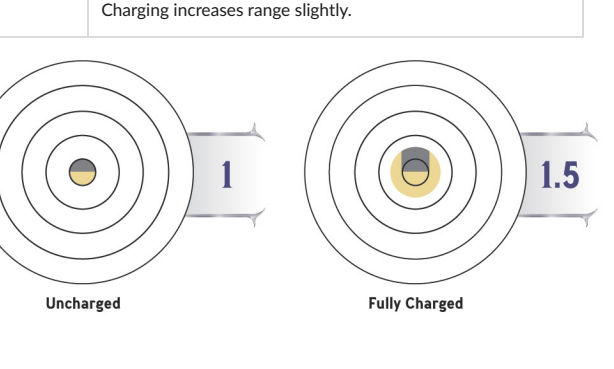
The same damage is done in all modes. The only difference between any of them is that berserker mode has the most poise during the attack, as usual.

HP ATTACK BREAKDOWN

DELTA ATTACK

COMMAND	BRAVERY DAMAGE	NOTE
■	–	Charging increases range slightly.





Uncharged

Fully Charged

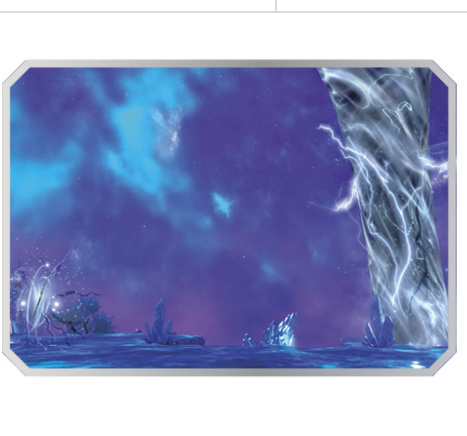
Exdeath rears back with both hands, building strength in his levitating sword, while a circular glyph appears in front of him. He thrusts both hands forward, piercing the glyph with the sword and sending forward a wave of light that instantly crosses close range, searing anyone in the way.

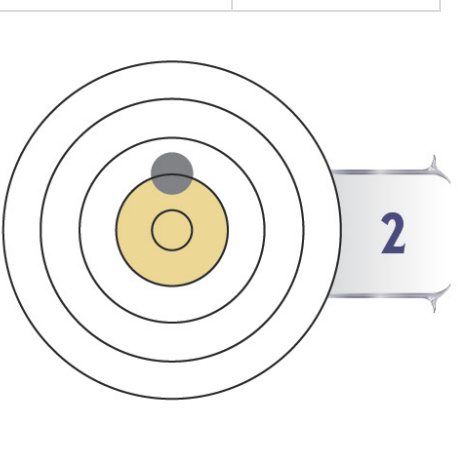
Charging slightly increases the range of Delta Attack. Charging to Level 1, indicated by a single subtle flash on Exdeath, extends the range to almost 1.5 minimap circles; fully charging to Level 2 puts Delta Attack's reach a bit past 1.5 circles, dipping into mid-range.

Delta Attack is almost identical in all modes. The only difference is that it has slightly more projectile priority in nullifier and hexer modes than in berserker mode. This is only relevant against other HP projectile attacks; it still overpowers Bravery projectiles in any mode.

MAELSTROM

COMMAND	BRAVERY DAMAGE	NOTE
■	–	–





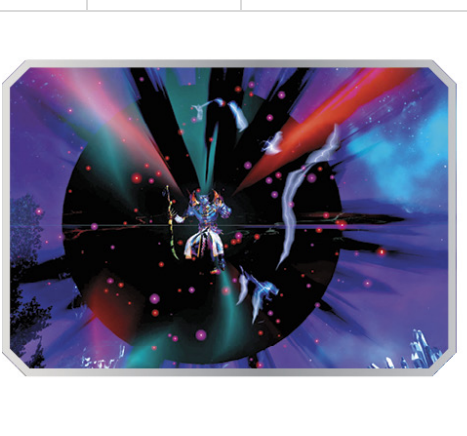
Exdeath calls forth a tall, swirling tornado at the target's location (or as close to it as possible). This huge twister is too tall for even the nimblest assassins to triple-jump over, and remains in place for quite some time—it's a threat on-screen for three seconds before it blows out.

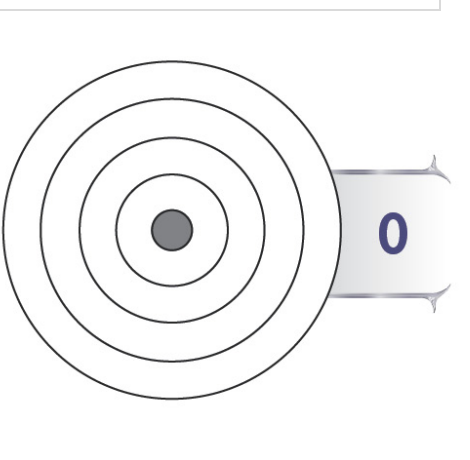
The start-up of Maelstrom is lengthy, with Exdeath taking over a second to cast the twister, so it's not appropriate for quick strikes like uncharged Delta Attack or point-blank Almagest. What it gives you is brief, overwhelming area control. Picking Maelstrom greatly strengthens Exdeath's power as a pseudo marksman, and gives your team a viable "home base" to rally around, like with Vaan setting down White Whorl twisters, or Kefka laying out Core Decoys. The vertical reach of Maelstrom is about the best tool that Exdeath has to combat fliers, and the HP Attack can also provide a shield for you and your teammates against incoming Bravery projectiles. Pick this HP Attack when facing certain acrobatic assassins or trigger-happy marksmen.

Maelstrom doesn't have to hit the enemy you aimed at to be useful; any enemy might fly into it accidentally, or get slapped into it by an ally's combo nearby. Even if they're careful and don't get hit, they still must adjust their plans around Maelstrom whenever it's on-screen. Make things more difficult for dashing enemies by accompanying Maelstrom with 100 Gs and Earth Shaker, or by shifting gears to offense with Reverse Polarity.

ALMAGEST

COMMAND	BRAVERY DAMAGE	NOTE
■	–	Holding down command reduces movement speed of nearby foes. Can move while generating slowdown field. Field effect range: 1.5.





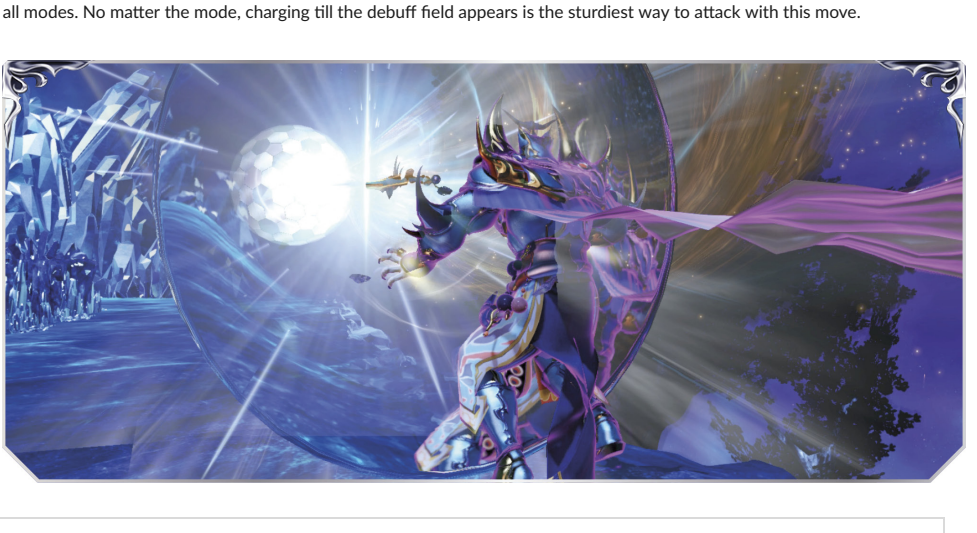
Exdeath quickly builds up and discharges dark energy from the Void in a sphere around him. Although this discharge is the only damaging part of the attack, he can keep discharging dark energy for a few seconds for an interesting effect: any enemies nearby have their movement speeds reduced drastically.

The HP-erasing explosion goes off after a half-second of windup and dissipates in a sixth of a second, so the attack is fairly quick (for an HP strike) and short-lived. It works for combos, wall hits, opportunities where you've sidestepped right next to a vulnerable enemy, the usual close-range stuff.

It's the follow-up that's interesting here. For about three and a half seconds, you can keep holding ■ while moving Exdeath around. During this time, he generates a wide field (much, much wider than the blast radius of Almagest itself) that reduces the movement speed of foes within by 50%! This enormous debuff gives allies a tremendous advantage against any foes near Exdeath. It might be brief, but fighters only need a split-second advantage to start up combos or score HP Attack hits.

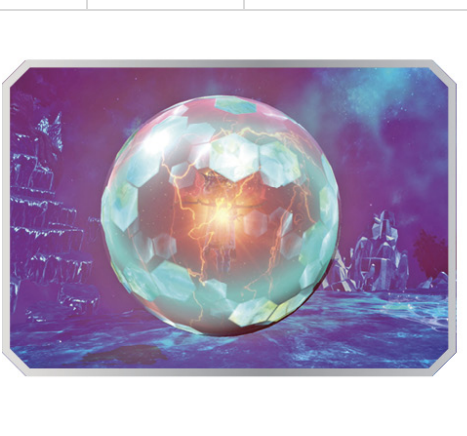
Holding down ■ for the wide speed reduction is a way to salvage Almagest casts that miss; it can also be used intentionally as a wide debuff through obstacles on certain stages. There are places in Stellar Fulcrum where Exdeath could potentially stand on one side of a wall, safe from enemies on the other side, yet enfeebling them badly through proximity, even with the impediment between.

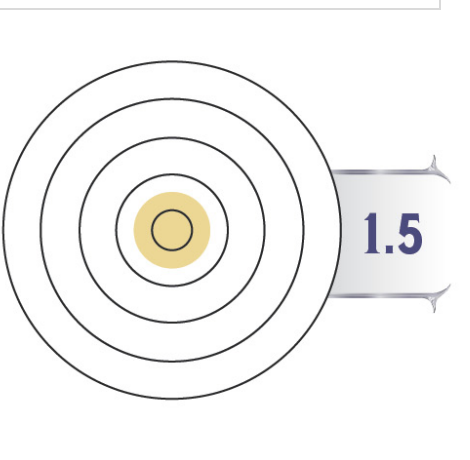
Berserker mode has slightly higher poise during the explosion than nullifier or hexer, but that's only if you tap ■ for the explosion alone, forgoing the follow-up slowdown field. If you hold down ■ until the slowdown field starts (even if you then release it immediately and cancel with guard/evasion), Almagest has unusually high, vanguard-grade poise during the blast, in all modes. No matter the mode, charging till the debuff field appears is the sturdiest way to attack with this move.



OMNI BLOCK

COMMAND	BRAVERY DAMAGE	NOTE
■	–	Tap and release for special blocking period. Auto-counter on guard. Charging deflects HP Attacks too. Can move while charging.





Exdeath's command of the Void shields him, surrounding him in an impenetrable field. If he deflects incoming attacks with the right timing, he'll avoid the damage and immediately retaliate with a lightning-quick mid-range thrust, punishing whoever dared hit him.

Tap ■ and Omni Block takes about a fifth of a second for Exdeath to raise; it's not a reversal to get out of airtight spots, but it can deflect anything where you have a bit of clearance. Once the shield is up, it's active for half a second, a generous counter period. Uncharged Omni Block reverses any incoming Bravery Attack, triggering Exdeath's HP-erasing counter.

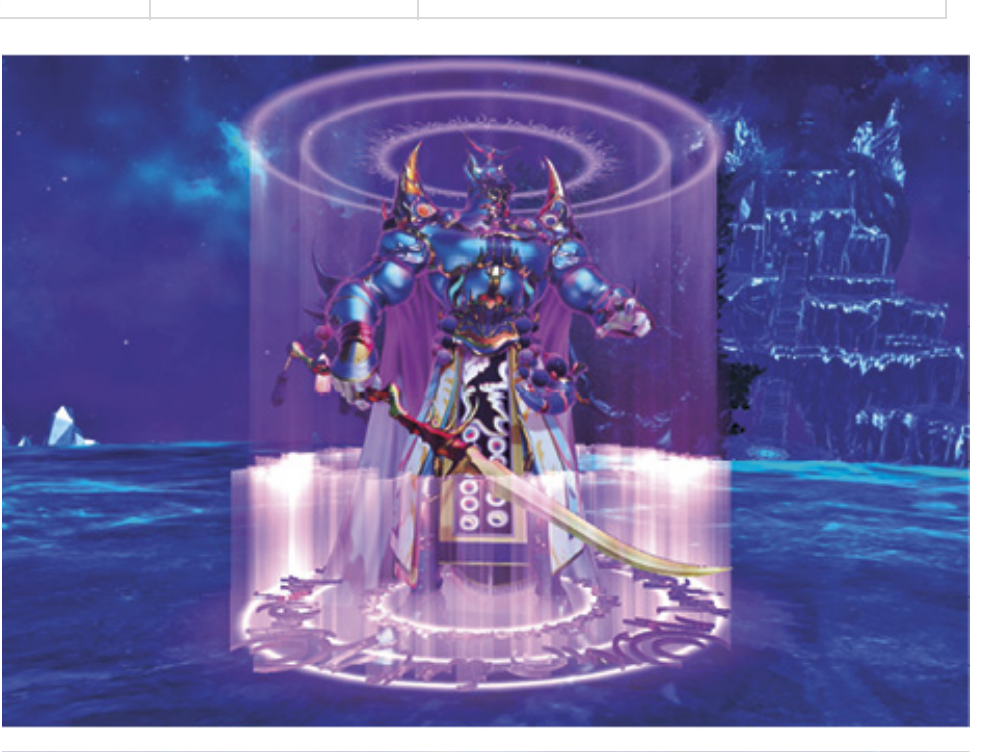
But most interesting is that Omni Block can be charged. While charging, Exdeath can continue moving around as needed to get into the ideal spot for the counter portion. Charging Omni Block does two things: it lets you delay the counter period for timing purposes, and it lets you block and counter against HP Attacks. Hold ■ to charge for half a second, till Exdeath flashes once, and the sphere becomes much larger upon release, ready to reflect ANY kind of incoming attack. Releasing an Omni Block charge raises the shield as quickly as tapping for the Bravery-blocking version: the soonest you can produce an HP-deflecting Omni Block is a half-second of charging followed by a fifth of a second to raise the shield. The longest you can move and charge before being forced to unleash Omni Block is a second and a half.

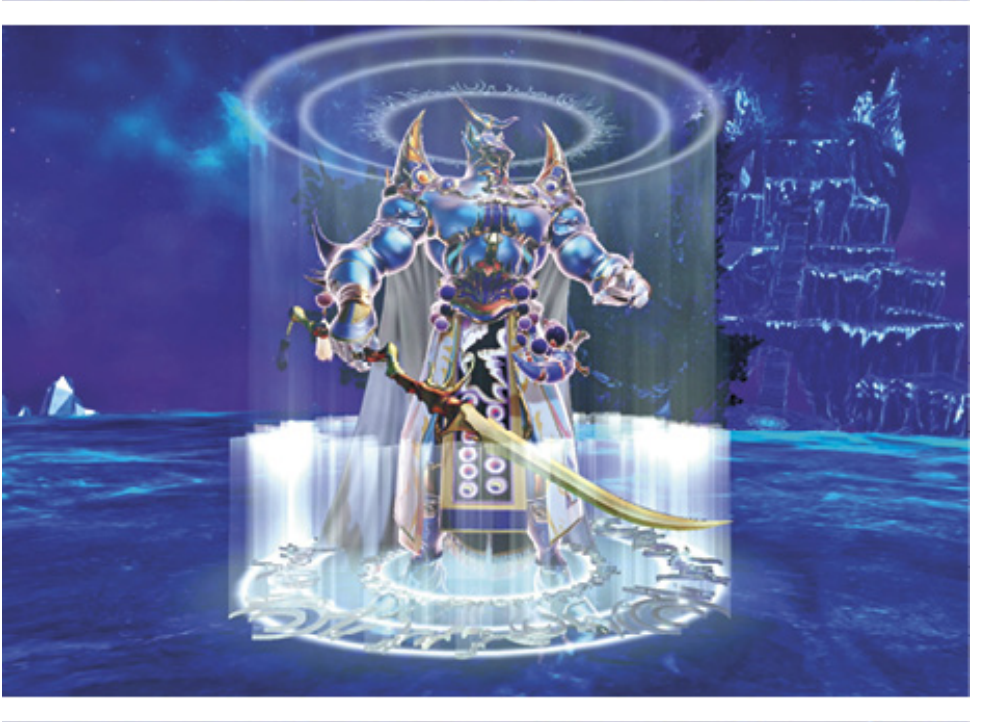
In other words, it's an extremely flexible and powerful countermove. Like all countermoves, it isn't for everyone, but the good thing is you don't have to pick it if you don't like it. If you do like it, it greatly strengthens Exdeath's close- to mid-range attack. Depending on the enemy's team, it can allow you to turn their strongest tools against them by intentionally putting Exdeath into HP spell paths to absorb them before striking out at nearby foes. An enemy marksman's biggest, slowest, best-homing spell is usually terrifying, but to Exdeath with Omni Block, it's easy to counter and take them off the field.

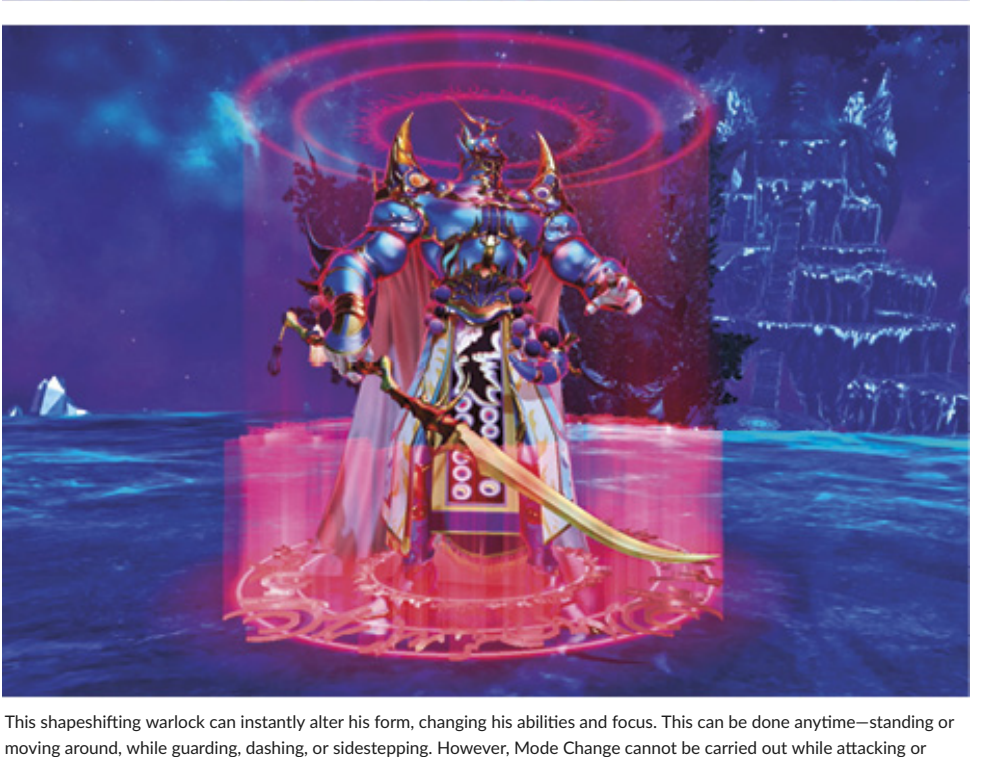
EX SKILL BREAKDOWN

MODE CHANGE

COMMAND	BRAVERY DAMAGE	NOTE
L3	–	Swap order is berserker, nullifier, hexer.







This shapeshifting warlock can instantly alter his form, changing his abilities and focus. This can be done anytime—standing or moving around, while guarding, dashing, or sidestepping. However, Mode Change cannot be carried out while attacking or being hit.

In **berserker form**, a purple-tinted Exdeath deals heavy Bravery damage, ending combos with knockback clear out to long range. His Bravery Attacks gain a vanguard's level of poise, allowing him to cleanly beat out incoming attacks from assassins/marksmen. He still can't quite clash with vanguards—he gains their poise but not their interruption power—but this form gives him the upper hand in melee duels against anyone who isn't a full-fledged tank. As berserker, his EX Skill is Black Hole.

In **nullifier form**, Bravery damage and knockback are a little lower than in berserker mode, but still decent. Finishing any Bravery combo (or landing single-hit Bravery Attacks like 100 Gs) inflicts a debuff called Death Knell, which locks out the enemy's common EX Skills for 15 seconds. The victim can still use their unique EX Skill, but things like Bindga, HP Regen, and Share HP are off-limits till Death Knell wears off (or is removed by one of their teammates, or they're knocked out). In nullifier mode, Exdeath's EX Skill is Power of the Void.

In **hexer form**, Exdeath's Bravery damage and knockback distance are both weak. Stricken foes are punted out to mid-range, not horribly hurt. Making up for this, the final hit of Bravery combos inflicts Curse. This is a 20-second debuff that reduces attack by 12.5%, defense by 6.25%, and movement speed by 10%. Hexer-mode Exdeath gains access to the White Dwarf EX Skill.

Some forms are better suited to some situations than others, and the key to powerful Exdeath play is juggling between them.

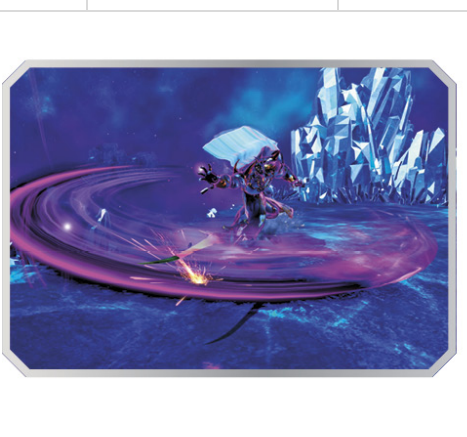
When trying to out-box assassins and marksmen with Sword Dance (● > ● > ●) and Abasing Rush (airborne ⬆ + ● > ●), berserker mode is the best, thanks to the increased poise.

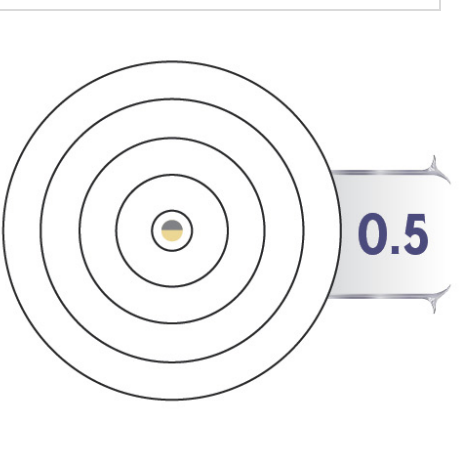
When fighting at a distance, in standoffs with enemy groups or a pesky ranged attacker, nullifier and hexer forms both have advantages thanks to the debuffs they apply. Fire at foes with Vacuum Wave, Earth Shaker, and 100 Gs from afar, applying Death Knell or Curse as desired.

Normally, it's best to smack victims with melee combos in berserker mode, if possible, dealing max Bravery damage and reducing the likelihood Exdeath gets interrupted, as mentioned. An exception applies if you happen to have a wall-rush opening against an opponent while in nullifier mode: cause a wall rush (whether catching them with a melee poke, or a Reverse Polarity teleport hit canceled into a combo, whatever), immediately Mode Change to hexer with L3, then catch them off the wall with another attack. The output won't match berserker combos, but you'll apply both debuffs at the same time, which can be even better. Alternatively, if you slap someone into a wall in hexer mode, swap to berserker mode before tacking on an extra attack on the wall hit. In this case, hexer's defense debuff immediately benefits berserker's combo finisher.

BLACK HOLE

COMMAND	BRAVERY DAMAGE	NOTE
△	-400/second16x4, 32 (96)	75-second cooldown. Requires berserker mode. Inflicts 25-second Black Hole debuff.





In berserker form, Exdeath steps into a broad horizontal slash with his sword, with underwhelming range but a decent chance to catch sidesteppers.

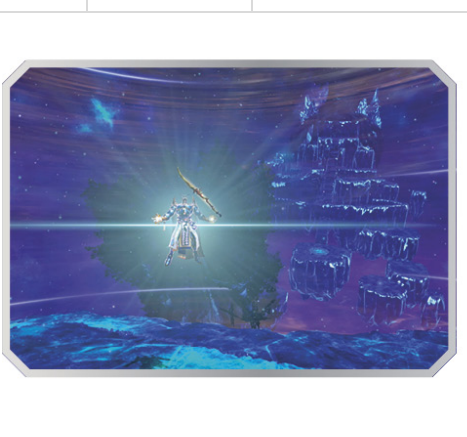
Black Hole comes just short of swiping to the first minimap circle, making it a close-range-only attack. The Bravery damage is low, but that's not the point. Black Hole inflicts a unique 25-second debuff that rapidly drains the opponent's Bravery. How rapidly? It's perfectly timed so that someone sitting at 9999 Bravery when Black Hole strikes will have zero left just as the debuff expires.

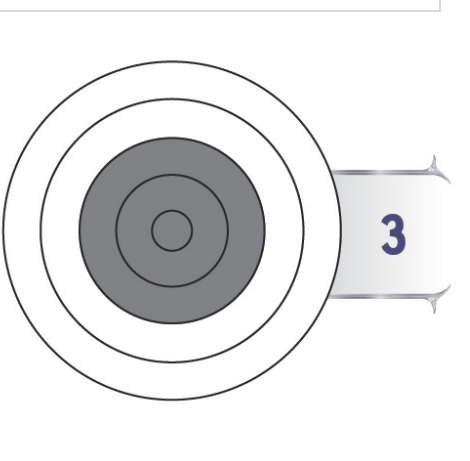
The enemy can remove the debuff early if they tag Exdeath with an attack, so watch out. To really annoy someone with this debuff, strike with Black Hole and then run away. It'll be hard for the enemy to muster a credible HP threat with the debuff active, and they'll be prime targets for Bravery-breaking.

Having an ally with Provoke is a great way to combo Black Hole, since the victim won't be able to target Exdeath. If your ally is Warrior of Light, you can essentially guarantee a target to be drained of 9999 Bravery. You can also Teleport away from someone afflicted with Black Hole, making it much harder for them to remove the debuff before their Bravery is depleted.

POWER OF THE VOID

COMMAND	BRAVERY DAMAGE	NOTE
△	–	75-second cooldown. Requires nullifier mode. Prevents any EX Skill use around Exdeath for 12 seconds.





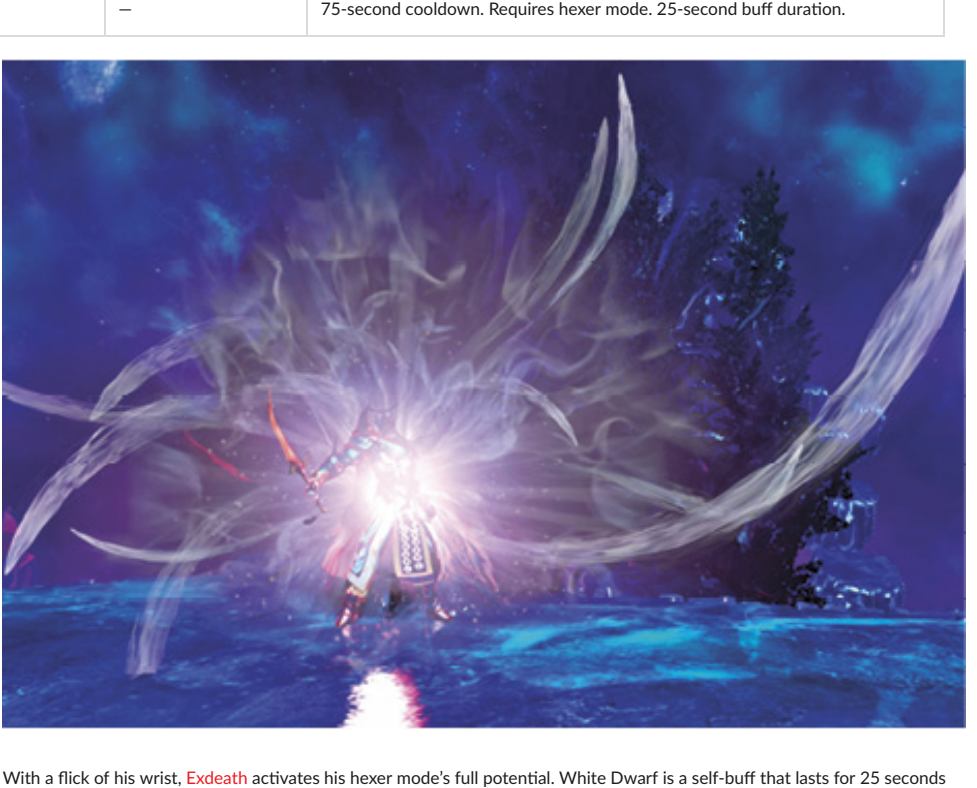
Posing as his sword dances around him seemingly on its own, nullifier-mode Exdeath generates an enormous addling field around himself. Within this region, no enemy EX Skill use is permitted.

This goes a step further than nullifier-mode Death Knell, which disables only common EX Skills. Power of the Void prevents unique EX Skills as well, which are usually extremely important to their users. Someone like Cloud of Darkness or Kuja can turn an entire match around with a well-timed or well-aimed EX Skill; they may only use an EX Skill once in a match, during a crucial point. If you're there to thwart that with Power of the Void, the moment for them to make their mark may pass, and your team can win before they get another chance.

After activating Power of the Void, it's time to stop being shy. Swap back to berserker mode with a double-click of L3 and make yourself familiar to enemy groups, shutting down as many EX Skills as possible for the field's duration.

WHITE DWARF

COMMAND	BRAVERY DAMAGE	NOTE
△	–	75-second cooldown. Requires hexer mode. 25-second buff duration.



With a flick of his wrist, Exdeath activates his hexer mode's full potential. White Dwarf is a self-buff that lasts for 25 seconds and enhances Exdeath's enfeebling ability no matter what form he's in.

In berserker and nullifier modes, final Bravery hits gain Curse, just like during hexer mode. As berserker, you have Exdeath's max raw strength, plus the usual debuff potential of hexer. In nullifier mode, you apply Death Knell and Curse together with any completed Bravery sequence.

In hexer mode during White Dwarf, Curse is replaced by Blight. While Curse's effects are mild, Blight is a tremendous reduction in enemy stats—it reduces their attack, defense, and movement speed by 50%! This is the most impactful application of White Dwarf, so hit as many enemies as possible with Blight during the buff period. Refresh Blight on foes while White Dwarf is dwindling, too. White Dwarf lasts 25 seconds, but if you inflict Blight on someone just as White Dwarf expires, they'll still be saddled with Blight for the full 20-second duration.

BATTLE PLAN

Exdeath is a complex specialist who can accomplish quite a lot for a team, flexing to fill most roles but requiring lots of judgment calls along the way. He has a great deal of potential, but also a steep learning curve. He's challenging to learn and play, but has a uniquely tricky toolkit for those ready to embrace the Void.

Pay very close attention to BOTH teams' EX Skill/HP Attack loadouts and try to discern a friendly strategy to enhance as well as an enemy strategy to counter. Playing Exdeath effectively will truly test the limits of your knowledge on the game and how different skills interact with each other.

For Exdeath, the old adage of "A jack of all trades is a master of none," holds true, however, do not forget that the idiom ends with "but is oftentimes better than a master of one."

For starters, his HP Attack selection determines his role to a degree. Delta Attack works best on a melee-focused berserker, as a powerful close- to mid-range poke and combo finisher. Almagest as an attack only hits close-range, also suitable for finishing combos, and the aftereffect synergizes well with hexer's Curse and Blight. Maelstrom pushes his ranged attack aspect, forsaking a combo option in favor of a dominant area-control tool. Meanwhile, Omni Block is a curveball, a devastating counter capable of deflecting HP Attacks that can potentially paralyze the opposition if used well.

Check out your allies' setups before the match. As an extremely flexible specialist, you should already begin determining the approach you'll take here. In a melee-heavy group, Exdeath can provide terrific backline cover, targeting enemies engaged with friendly vanguards, peppering them with 100 Gs, Earth Shaker, and Maelstrom (if equipped). If the team is skewed more toward lighter melees and marksmen, then Exdeath can do a respectable job of leading the battle, thanks to berserker mode and Reverse Polarity, his dashing teleport attack.

Choosing which of Exdeath's unique EX Skills to use, depending on team role and the needs of the match, also takes thinking on your feet, and some experience. Each of them can be used to turn the tide in different ways. They're all tied to the same 75-second cooldown, so you only get a shot or two in most matches to really leave a mark.

Black Hole in berserker mode can be a laser-targeted lifesaver if the opposing team has one assassin doing all the KO work, especially if they're locked and loaded with enough Bravery to one-shot members of your team, and especially if it's match point. Aggressively dash in and slap them with Black Hole to ruin their killshot potential for a while, and to force them to focus on you, trying to remove the debuff. (In case it needs to be said, don't do this if you're the low-HP ally who risks coughing up the match point!) If you have good reflexes and character knowledge, Black Hole pairs deviously well with Omni Block—you give someone a heavy incentive to chase you down, then you punish them dearly for it.

Nullifier mode's Death Knell debuff, alongside nullifier's Power of the Void EX Skill, allows Exdeath to shut down much of the opposing team's EX Skill access. This can have dramatic effects. Coordinated teams will help each other with HP Regen, or shut down mismatches with Bindga, or spread around attack power with Share Bravery, and so on… Death Knell puts a stop to all that, if you keep it up. Power of the Void has the kind of effect that can't really be measured but might make all the difference in the world. Some unique EX Skills can result in one or two guaranteed knockouts, well-aimed; some unique EX buffs can almost make a loss inevitable, unchecked. Using Power of the Void at the perfect time, when you predict that *they'll* want to use their unique EX Skill at the perfect time, can ultimately be just as impactful as a direct, game-winning killshot, if your team capitalizes on the momentary respite and prevents the enemy from getting the perfect EX Skill-use situation they wanted.

The easiest Exdeath EX Skill to apply effectively is White Dwarf, hexer mode's turbo version. Curse is good, but Blight is obnoxious, reducing enemy effectiveness by half, basically, and for a third of a minute per instance. If you can activate White Dwarf and then somehow score hits on two or three opponents (most likely with casts of 100 Gs (airborne ⬇ + ●), and Vacuum Wave (grounded ⬆ + ●), the enemy team is in bad shape for a while. If you get Blight going against multiple foes, swap to berserker mode and rush in to take advantage. It's okay that White Dwarf adds Curse to berserker and nullifier, but Curse doesn't hold a candle to Blight's effects, so focus on dishing out Blight while it's available.

Exdeath's primary disadvantage is his slow movement speed. He can feel cumbersome to control, even with Reverse Polarity available to him, and he is quite vulnerable to enemy ganking, without great options for escape. It is important to keep opponents debuffed with Blight or Curse in order to minimize their damage output against you and your teammates.

As for the combat itself, Exdeath doesn't excel in any one area. His strength is in being just good enough at everything to fill in cracks as the situation requires. His melee attacks are generally assassin-grade, if a little slower than most, with his average range falling a bit between that of most vanguards and assassins. Sword Dance, on the ground or in the air, is a solid three-hit chain, extra sturdy against enemy assassins in berserker mode, great just after emerging from a well-aimed Reverse Polarity. Abasing Rush (airborne ⬆ + ●) suffices in most air-to-air situations where ● would whiff. But since Dashing (Grounded & Airborne) ● is the unique Reverse Polarity warp attack, these are the only melee options in Exdeath's arsenal, aside from close-range HP Attacks.

Likewise, 100 Gs (airborne ⬇ + ●) is a fantastic projectile, especially with a debuff attached to it in nullifier/hexer form, one any fighter would be proud to wield. But Vacuum Wave is limited in range and height, and Earth Shaker is slow and high-commitment, without much splash potential. Maelstrom strengthens Exdeath's shooting game a lot, and he will spend much of any match aiming ranged attacks, but he can't completely replace a dedicated marksman.

He doesn't really have a preference for stage selection, as he is made to adapt and fill. Obstacle-ridden maps don't bother him as he does not rely on projectiles, but he may become a more tempting target in close-quarters combat situations, so you may find yourself using Omni Block more often on those maps, particularly against melee-heavy teams.

Exdeath also doesn't really have a preference for summon selection either, as he can make use of all of their summoning effects, whether operating as a frontline attacker or as a backline debuffer. Remember, summons are chosen last when setting up a multiplayer match, so either coordinate with your teammates beforehand, or pick a summon that best supplements the HP Attack/EX Skills that you have already chosen.

Exdeath must use good situational awareness and his unique toolkit to exert pull over the match in lots of indirect ways, while also taking the offense that comes to him. This magic tree cloaked in armor isn't good at forcing the issue, but he's great at capitalizing.

GALLERY

APPEARANCE

Dark Mage

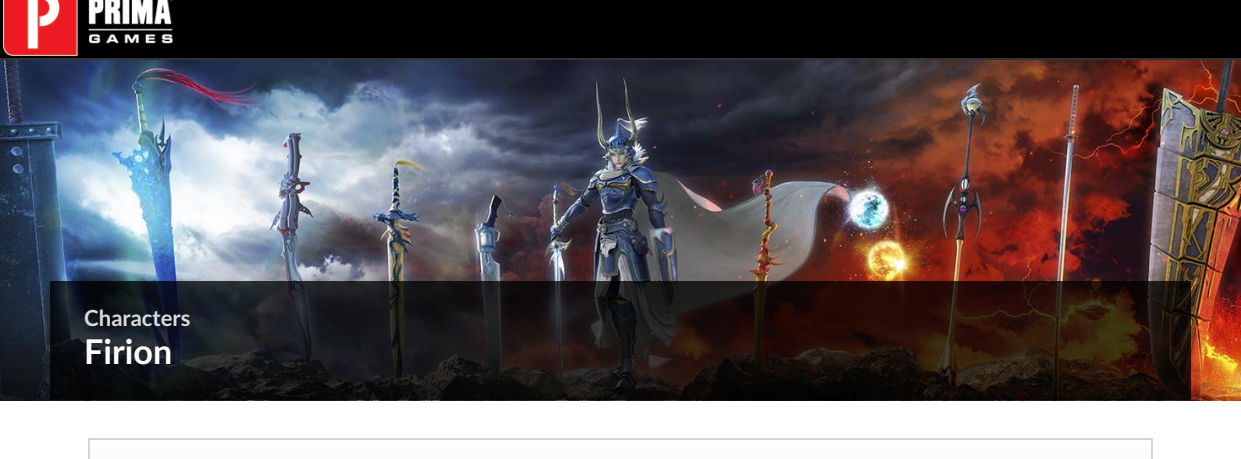
Root of Evil

WEAPONS

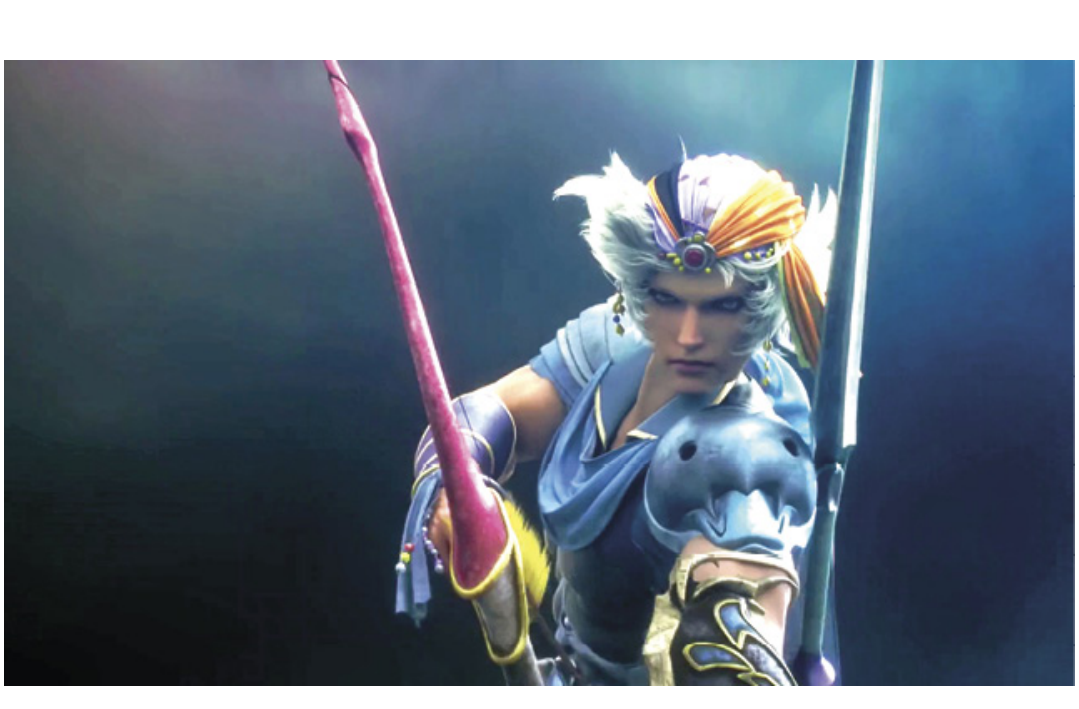
Moore Branch

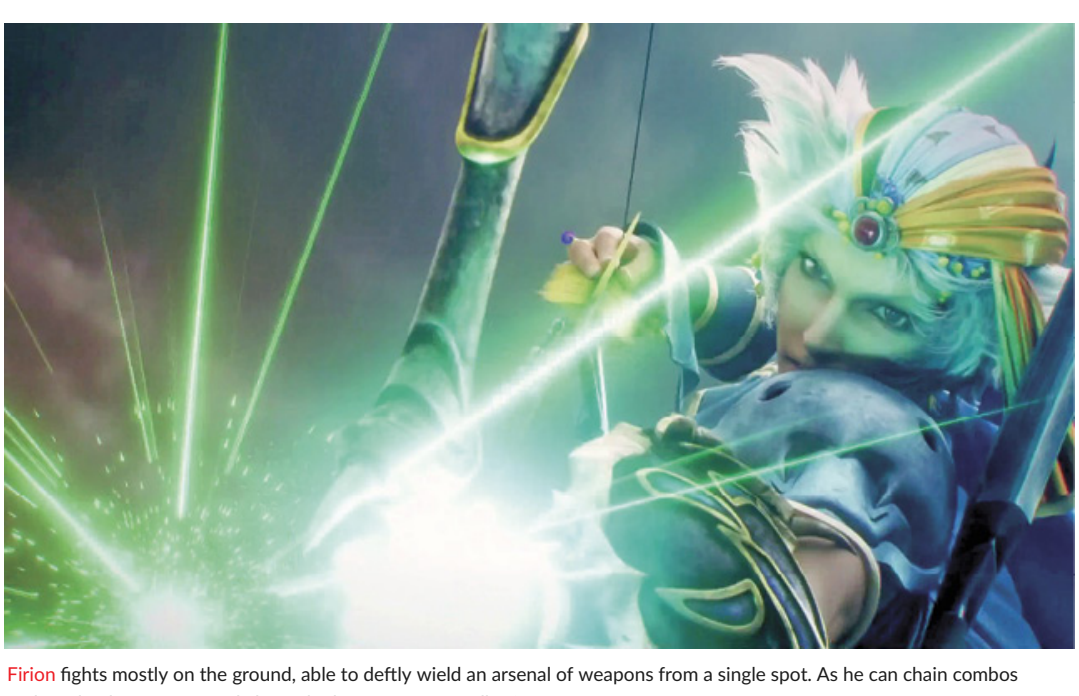
Animus

Predominance



VANGUARD



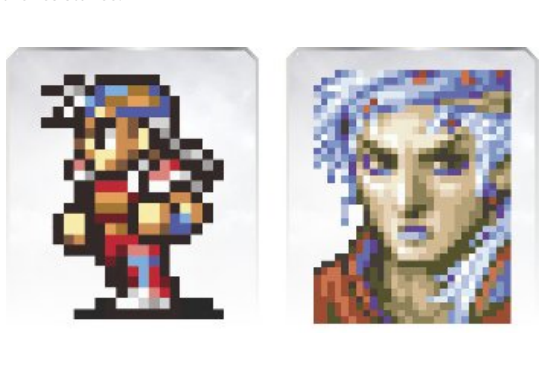


Firion fights mostly on the ground, able to deftly wield an arsenal of weapons from a single spot. As he can chain combos without landing every attack, keep the hits coming for full effect.

Original Appearance: *FINAL FANTASY II*

Year: 2003

Role: Firion's tale is one of revenge and rebellion. Firion's hometown of Fynn is attacked by a merciless hellspawn-raising empire known as Palamecia. During the attack, Firion's parents are killed, with Firion and his companions, Maria, Guy, and Leon, left wounded. They're found and taken to a rebel base, where their wounds are healed. Here, Firion seeks to join the Wild Rose Rebellion in order to fight against the Palamecian Empire. After some reluctance, Princess Hilda eventually allows Firion and his companions into the resistance.



Other Noteworthy Appearances: *DISSIDIA FINAL FANTASY* (2009), *DISSIDIA 012 FINAL FANTASY* (2011)

ARSENAL

BRAVERY ATTACKS

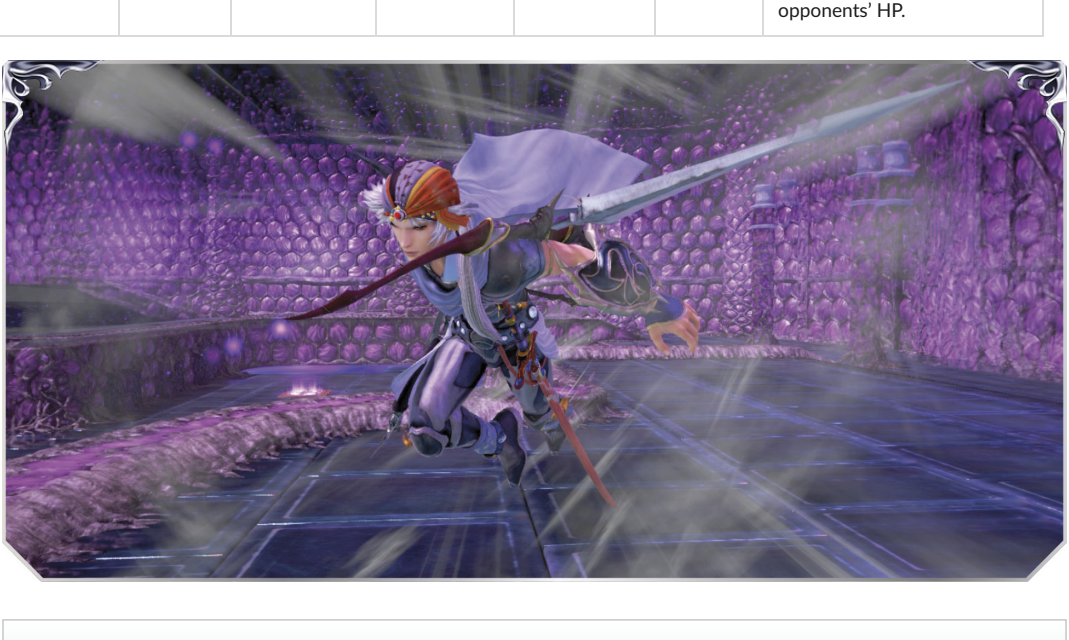
NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Lance Combo	Grounded	●	80, 80 (160)	0.5	Whirl your lance around while drawing in nearby enemies.
Rope Knives	Grounded	↑ + ●	64, 64 (128)	1.5	Throw knives imbued with electricity that spread over a wide area in front of you.
Boomerang Axe	Grounded	↓ + ●	48, 48 (96)	2.5	Throw an axe to attack a distant foe.
Gelid Wand	Second Hit of Grounded Combo	●	28x8 (224)	0.5	Conjure a tornado of ice that draws in nearby enemies.
Searing Volley	Second Hit of Grounded Combo	↑ + ●	160	1.5	Shoot fire arrows in a cone in front of you.
Calescent Wand	Second Hit of Grounded Combo	↓ + ●	128	2.5	With a flourish of your wand, conjure a flaming pillar that attacks distant foes.
Ground Pound	Third Hit of Grounded Combo	●	368	0.5	Slam your fist into the ground, damaging nearby enemies.
Fulminating Strike	Third Hit of Grounded Combo	↑ + ●	320	1.5	Swing your sword to emit a large wave of lightning that moves forward.
Bullseye	Third Hit of Grounded Combo	↓ + ●	240	2.5	Fire an arrow of light at distant foes.
Swordslash	Airborne	●	352	0.5	Deftly bring your sword down on your foe.
Plummet	Airborne	↓ + ●	16, 112 (128)	0.5	Quickly descend upon your opponent with your spear. Creates an opportunity to cancel into another Bravery Attack.
Grasping Knives	Dashing (Grounded & Airborne)	●	48	1.5	Throw a series of knives and move quickly to the location of the first enemy struck. Creates an opportunity to cancel into another Bravery Attack.

HP ATTACKS

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Lord of Arms	Anytime	■	–	2.5	Call an array of weapons, which rain down in a straight line.
Weaponsmaster	Anytime	■	–	3.0 / 1.5	Conjure myriad weapons around the target.
Vortex of Arms	Anytime	■ (chargeable)	20x17 (340)	0.5	Generate a whirlwind that engulfs nearby foes and assails them with weaponry.
Riposte	Anytime	■ / ↑ + ■ / ↓ + ■	–	0.5 / 1.5 / 2.5	Manifest a barrier that blocks Bravery Attacks, then counter based on how you move the stick.

EX SKILL

NAME	STATE	COMMAND	RECAST TIME	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Blood Weapon	Anytime	▲	75 seconds	–	–	Temporarily increase your movement speed and cause all attacks to absorb opponents' HP.



FIRION'S CUSTOM "FORCE COMBOS"

Force-combo attacks are attacks that can be advanced further into their combo sequences without having to make contact with a target. Additionally, all of Firion's grounded attacks can be dash canceled on miss (at the same points where they can be evasion canceled).

Firion's grounded Bravery Attacks follow unique rules, and his gameplay revolves around the force-combo property, but with a twist: he has a much bigger ground-attack arsenal than most, and all of these attacks can be used interchangeably within the same Bravery Attack sequence, depending on inputs and the stage of the sequence in the combo. Whereas most characters have Bravery combos that progress in a predictable and linear fashion, Firion can customize his combos, changing up his subsequent attacks to immediately adapt to a situation.

In other words, in his three-step Bravery Attack sequence, Firion can mix and match between three unique options for each step, with each attack providing a different type of utility (short area-of-effect melee, wide mid-range projectiles, and narrow long-range projectile).

For instance, you may start off attacking a foe from a distance with a long-range axe throw, and then immediately force-combo into a short-range whirlwind attack to protect yourself from an approaching enemy coming at you from the side, finally finishing with a broad mid-range projectile attack to knock back all foes before you.

Firion's grounded attacks cover a wide array of properties, making him a vanguard unique to the others. He can deal devastating damage with a triple close-range attack sequence, or he can hunt foes from afar with his throwing axe and wand-based spells.

GROUNDED BRAVERY ATTACKS RUNDOWN

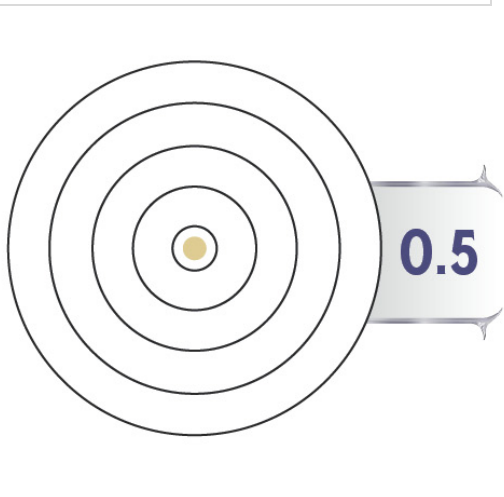
COMMAND	ATTACK PROPERTIES	STAGE 1	STAGE 2	STAGE 3
●	Close range, high damage, radial area-of-effect hit box	Lance Combo	Gelid Wand	Ground Pound
↑ + ●	Mid-range, medium damage, wide arc hit box	Rope Knives	Searing Volley	Fulminating Strike
↓ + ●	Long range, low damage, narrow hit box	Boomerang Axe	Calescent Wand	Bullseye

BRAVERY ATTACK BREAKDOWN

STAGE 1 ATTACKS

LANCE COMBO

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ●	80, 80 (160)	Can force combo. Draws in nearby enemies. Draw-in range: 1. Can dash cancel on miss.



Firion performs a whirlwind attack with his lance with such power that it forcefully draws in nearby foes, leaving them at the mercy of his next blow.

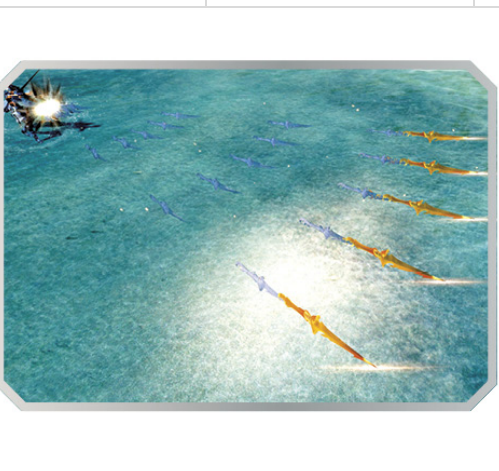
Lance Combo is a close-range area-of-effect attack covering all sides. Enemies beyond the lance's edge are forced inward (up to 1.0 range). Lance Combo is a remarkably fast attack, suitable for offense and defense. While it lacks range, it boasts two properties generally not seen in neutral ● attacks: an instantaneous draw-in effect and a hit effect that covers all sides, whereas most vanguard and assassin neutral ● attacks are linear.

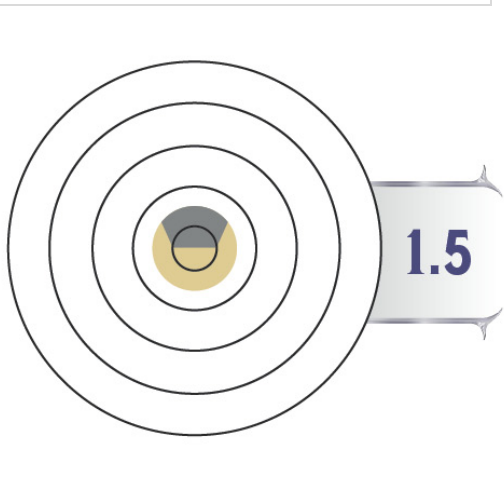
Use Lance Combo to quickly engage nearby opponents if you can catch them grounded. Although these scenarios may be rare, Lance Combo can pull in multiple enemies at once. With a proper team combo or setup, you can devastate entire enemy teams with massive Lance Combo > Gelid Wand > Ground Pound combos.

Additionally, Lance Combo is excellent for attacking summoning cores as it both deals damage to the core while drawing in nearby enemies who are also going for the core.

ROPE KNIVES

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ↑ + ●	64, 64 (128)	Can force combo. Can dash cancel on miss.





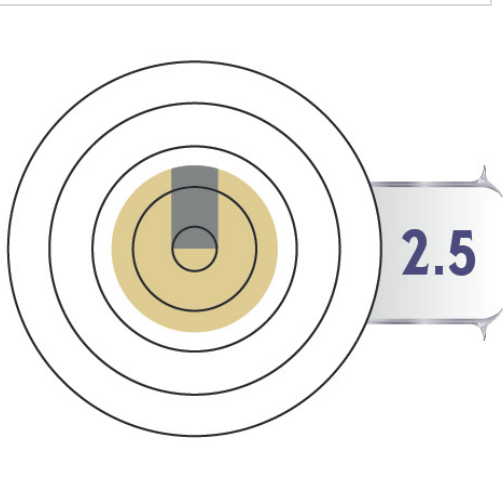
Firion throws out and retracts a fan of electrified knives, piercing and stunning enemies in a broad arc before him.

Rope Knives is a mid-range projectile attack. Its hit effect diverges into a wide angle, delivering a shotgun-like effect. It's an incredibly versatile attack thanks to its speed, reach, area of effect, and vertical-tracking property upon release (up to jump height). Thus, it's your best "hit confirmation" attack (a feeler attack that you can throw out in order to follow up with a complete combo), so open with it liberally.

Depending on the outcome of the attack, you can force-combo into one of the three Stage 2 attacks. For instance, if the enemy backdashes away it, you can follow up with a long-range Calescent Wand (↓ + ●) projectile to chase them. Off of a hit, you can go for extra damage with Searing Volley (↑ + ●).

BOOMERANG AXE

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ↓ + ●	48, 48 (96)	Can force combo. Can dash cancel on miss.



From a distance, Firion flings an axe into an enemy. Once it reaches its destination, the axe makes a sudden return flight, striking the foe once more.

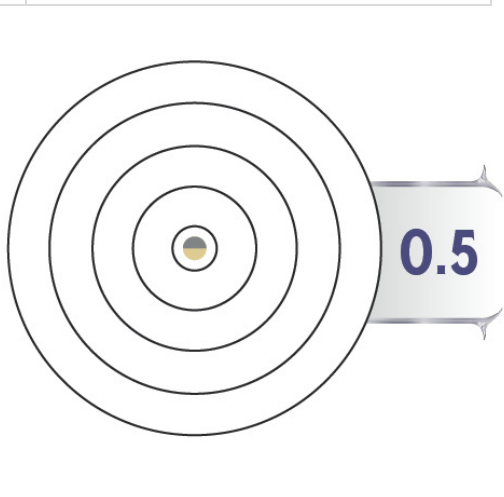
This swift boomerang attack is used to open up your Bravery Attack sequence from long range. While its flight path is direct and narrow, its extensive horizontal reach makes it highly effective for following up on team combos. Off of a max-range Boomerang Axe hit, you can always combo into subsequent ↓ + ● attacks (Calescent Wand and Bullseye).

Whereas Rope Knives is effective as a proactive feeler attack, Boomerang Axe is most effective as a reactionary attack. It's difficult to connect with against mobile enemies, but its speed and range make it ideal for peeling off enemies who are attacking your vulnerable teammates.

STAGE 2 ATTACKS

GELID WAND

COMMAND	BRAVERY DAMAGE	NOTE
Second Hit of Grounded Combo ●	28x8 (224)	Can force combo. Can dash cancel on miss.



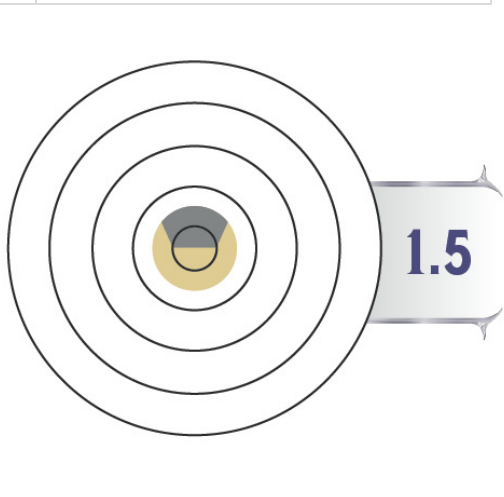
Firion raises a wand to conjure a blizzard around himself that freezes and stuns nearby foes.

Gelid Wand is a close-range radial attack. Its low range limits its effectiveness outside of combos. Although Firion conjures a tornado of ice around him, it doesn't have a draw-in effect like Lance Combo does, so its primary function is as a natural follow-up combo to a hit-confirmed Lance Combo.

In certain defensive situations, you can use Lance Combo into Gelid Wand as a defensive measure against assassins. In addition to the radial-attack effect of these attacks, Firion's attacks have high poise (innate to vanguard-class characters), so he's unlikely to be interrupted by assassin Bravery Attacks.

SEARING VOLLEY

COMMAND	BRAVERY DAMAGE	NOTE
Second Hit of Grounded Combo ↑ + ●	160	Can force combo. Can dash cancel on miss.

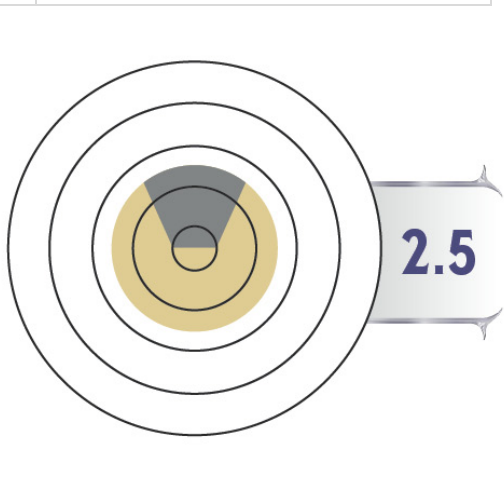


Firion follows up his opening attack with a barrage of flaming arrows, fired in a wide phalanx formation.

Searing Volley is a versatile mid-range attack identical to Rope Knives in most respects. As all of your mid-range ↑ + ● attacks cover wide areas, it can be exceptionally difficult for enemies to avoid your barrage of wide-angled projectiles. For instance, a sequence of Rope Knives into Searing Volley, finished off with Fulminating Strike, almost always forces the enemy into a retreating or guarding posture.

CALESCENT WAND

COMMAND	BRAVERY DAMAGE	NOTE
Second Hit of Grounded Combo ↓ + ●	128	Can force combo. Can dash cancel on miss.



From his opening ground attack, Firion transitions into a magical shockwave attack, using his wand to send forth several pillars of flame in a direct line toward his target.

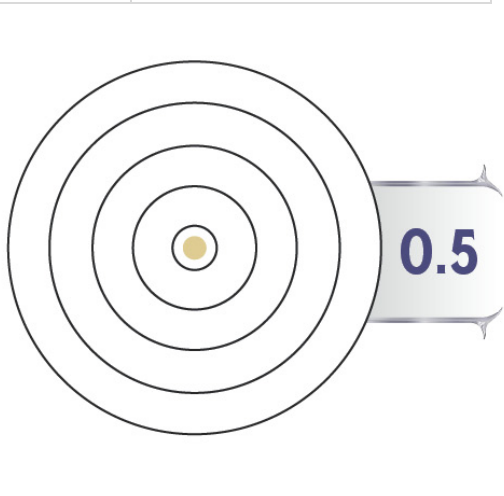
Like most of Firion's projectile attacks, Calescent Wand tracks vertically incredibly well. Upon release, the fiery spikes travel in a straight flight path, potentially striking enemies within a jump-height difference in altitude.

Since all three of your opening Bravery Attacks have the force-combo property, you can use Calescent Wand to hunt down retreating enemies. For example, if you go for a Rope Knives attempt and your foe backs away from you, you can seamlessly transition into Calescent Wand to maintain pressure from range.

STAGE 3 ATTACKS

GROUND POUND

COMMAND	BRAVERY DAMAGE	NOTE
Third Hit of Grounded Combo ●	368	Can dash cancel on miss.

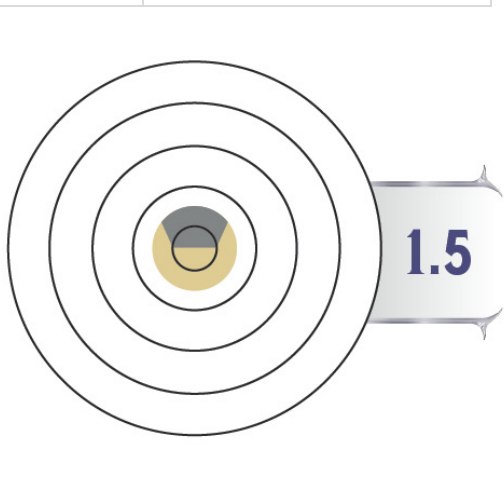


Firion completes his attack sequence by thrusting his fist into the ground, causing an explosion around him that sends nearby foes flying.

Ground Pound is a high-damage radial area-of-effect attack and is naturally the optimal combo finisher for a Lance Combo > Gelid Wand sequence. If you can successfully score the entire three-hit close-range neutral ● sequence, you can deal a devastating amount of Bravery damage (nearly 750).

FULMINATING STRIKE

COMMAND	BRAVERY DAMAGE	NOTE
Third Hit of Grounded Combo ↑ + ●	320	Can dash cancel on miss.



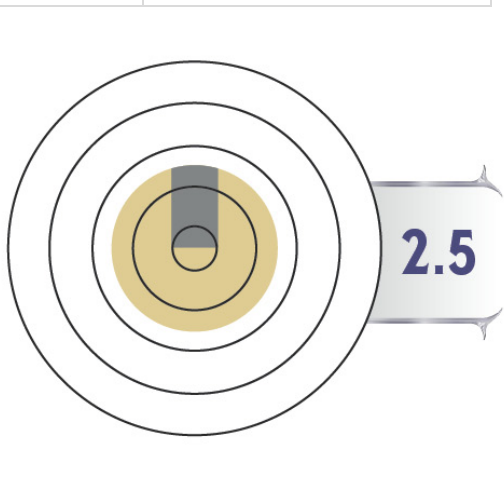
Firion rounds out his attack sequence with a broad sweep of his lightning-infused sword, hurtling an immense electrical projectile toward his enemies and blasting them back on hit.

Unlike the first two stages of ↑ + ●, the Fulminating Strike projectile begins and ends as a wide attack (whereas Rope Knives and Searing Volley begin narrow and diverge wide). This is one of your best attacks available to you; it travels quickly, deals high damage, covers a wide area, and tracks vertically upon release. Its main drawback is that it can only be executed as a third-stage attack.

While it's considered a magical attack, Fulminating Strike can wall-pin enemies, giving you an opportunity to dash cancel in on the stunned opponent with a massive grounded neutral ● > ● > ● combo (or an HP Attack).

BULLSEYE

COMMAND	BRAVERY DAMAGE	NOTE
Third Hit of Grounded Combo ↓ + ●	240	Can dash cancel on miss.



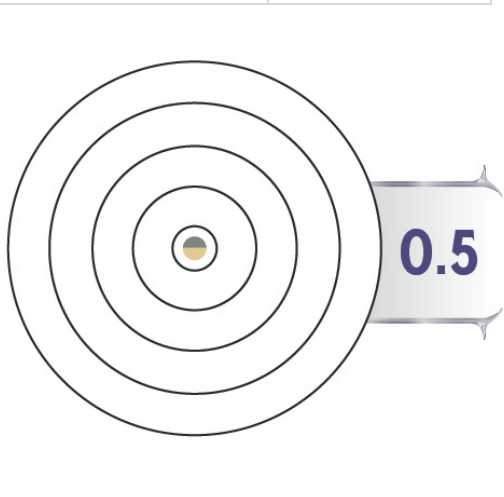
From long range, Firion ends his ground-attack sequence by quickly drawing and firing an arrow of holy light that pierces his foe and hurtles them away.

Bullseye is an incredibly fast projectile that can wall-pin cornered foes. Like the other ↓ + ● attacks, it's designed for dealing damage from a distance and as a chase-down attack against fleeing foes.

While the arrow flies in a straight and narrow path, its range makes it a natural combo follow-up to Boomerang Axe > Calescent Wand. Unlike most marksman attacks, all of Firion's Bravery-based projectile attacks can be dash canceled on miss. As a vanguard, Firion lacks in the mobility department, but the ability to dash cancel whiffed projectiles gives him a significant boost to his ranged offense, as he can smoothly transition axe throws and arrow shots with a follow-up dash into melee range.

SWORDSLASH

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ●	352	–

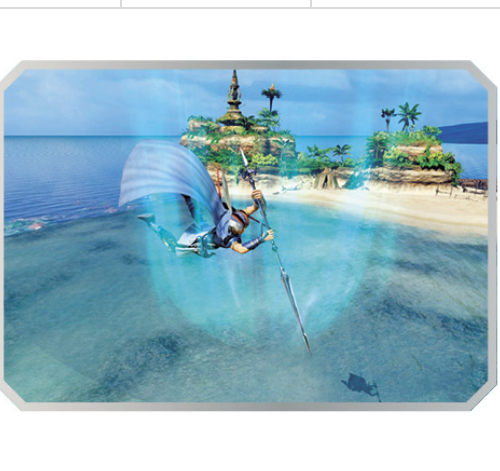


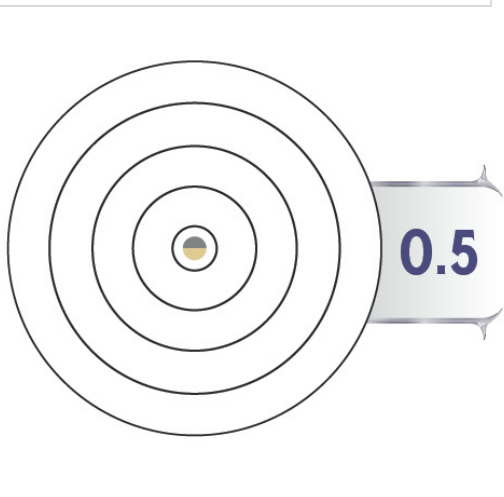
While airborne, Firion delivers a swift power slash at a foe in front of him, sending them flying away.

Swordslash is a no-frills close-range aerial attack. It's a single strike with a knockback effect. Its primarily used as a follow-up to an air-to-air engagement off of Grasping Knives (dashing ●). Although it's a simplistic attack, Swordslash deals a decent amount of damage in a short amount of time, allowing you to quickly knock an enemy out of a skirmish, isolating them.

PLUMMET

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ↓ + ●	16, 112 (128)	Can cancel into any grounded Bravery Attack, including on miss. Can dash cancel on miss.





Firion plummets down to the ground with a spear thrust, knocking away foes beneath him.

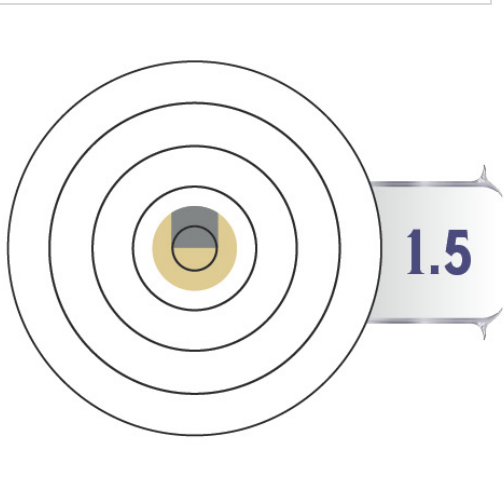
Upon hitting the ground, you can cancel Plummet into any of the three grounded Bravery Attacks. This cancel can be executed regardless of whether Plummet hits an enemy.

Plummet is an exceptionally powerful tool in Firion's arsenal, as it acts as a bridge between his air movement and his superior ground-based Bravery Attacks. Since Firion has a severely limited aerial arsenal, Plummet is a central tool in your move set, as it allows you to quickly and seamlessly transition from the air down to your much stronger ground-based attacks.

While Plummet is a cancelable attack, you aren't guaranteed a Bravery Attack combo. Opponents hit by Plummet can recover in the air before your follow-up Rope Knives/Boomerang Axe connects. However, it's possible to combo into Lance Combo in highly specific situations when the enemy is cornered.

GRASPING KNIVES

COMMAND	BRAVERY DAMAGE	NOTE
Dashing (Grounded & Airborne) + ●	48	Can cancel into any airborne Bravery Attack, on hit only. Always considered airborne on hit (including from grounded dashing attack).



Firion quickly throws out an electrified knife at his target. As the knife hooks into the enemy, Firion darts in behind it to deliver a follow-up attack on the stunned foe.

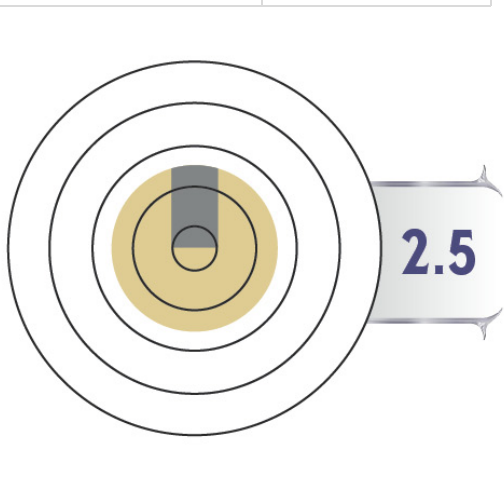
Like Plummet, Grasping Knives has special attack-canceling properties. After connecting with the initial knife strike (during Firion's automatic dash-in), you can cancel Grasping Knives with either airborne Bravery Attack (neutral ● or ↓ + ●). **Dashing** ● > **airborne** ● is a two-hit combo comparable to other characters' other dashing ● full Bravery combos. A more advanced technique of **dashing** ● > **airborne** ↓ + ● > **grounded** ↑ + ● can be used against guarding enemies. While Grasping Knives into Plummet deals much less damage than Grasping Knives into Swordslash, Plummet allows for more offensive pressure for cases in which the enemy guards your Grasping Knives.

Making use of these various techniques is crucial in maximizing your mobility as Firion.

HP ATTACK BREAKDOWN

LORD OF ARMS

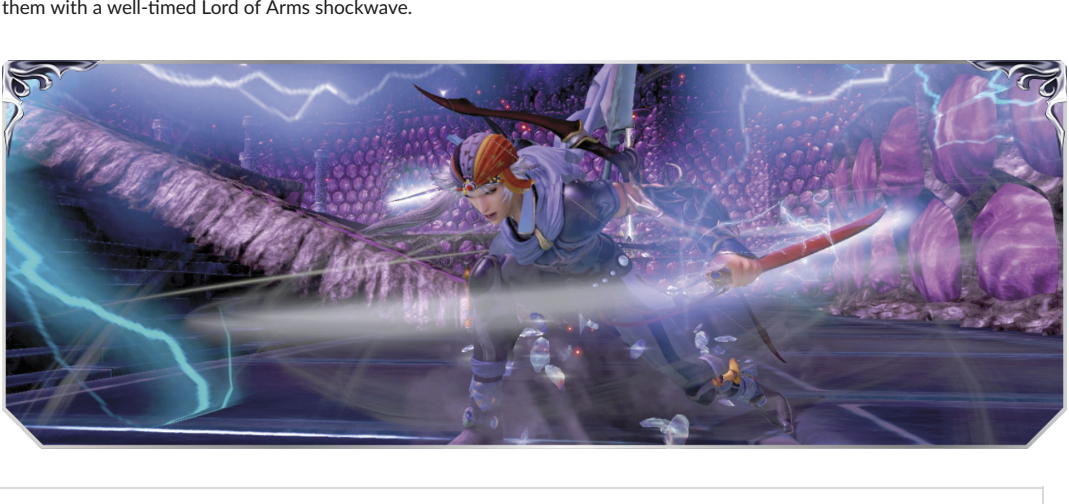
COMMAND	BRAVERY DAMAGE	NOTE
■	–	–



Firion slams down into the ground, causing a trail of lightning-laden weapons to erupt from the earth in a direct path to his target.

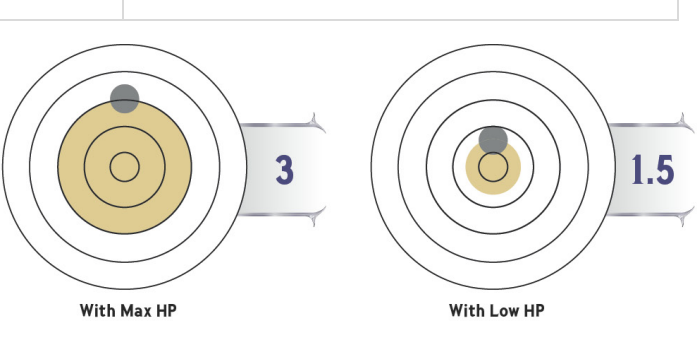
Lord of Arms is a direct shockwave attack that reaches just past mid-range. It takes a linear flight path upon release, but tracks vertically enough to take out enemies from jump height.

Lord of Arms is a balanced HP Attack with moderate travel speed, start-up time, and range. As your battle plan generally revolves around Firion's strong mid-range attacks, Lord of Arms is an excellent supplementary tool because of its threat range. If you can condition your opponents into putting up their guard barriers with your grounded ↑ + ● attacks, you can punish them with a well-timed Lord of Arms shockwave.



WEAPONSMASTER

COMMAND	BRAVERY DAMAGE	NOTE
■	–	Range decreases as HP decreases.



With Max HP
With Low HP

Firion sends out a plethora of weapons to surround his target. After a short period, the weapons all collapse inward, devastating foes in range.

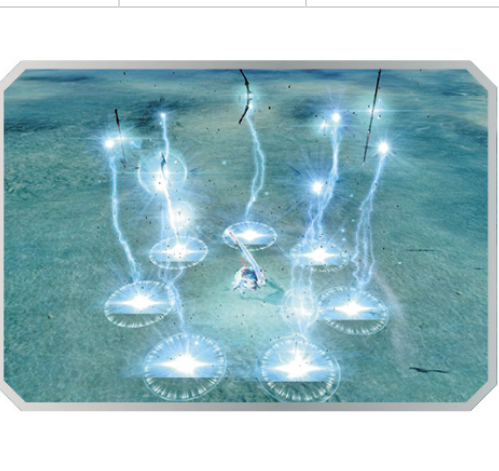
Weaponsmaster has a special property—its max range is linked to your current HP total; as your HP decreases, so does its potential range. At maximum HP, Weaponsmaster reaches farther than your ↓ + ● attacks. At low HP (around 100), its max range is shortened to that of your ↑ + ● mid-range attacks.

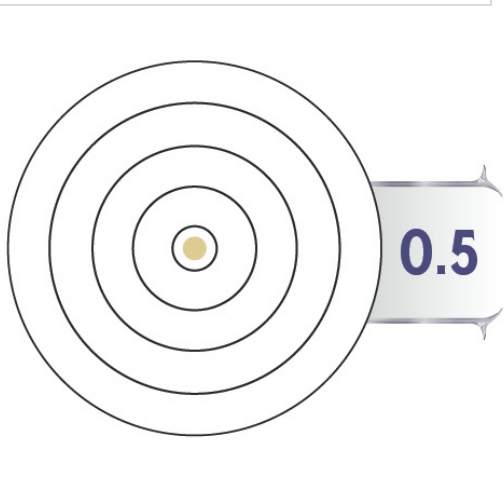
Essentially, Weaponsmaster rewards a safe marksman-like style of play. The more damage you take, the less effective Weaponsmaster becomes. You can counteract this drawback by restoring your health with Blood Weapon and the common EX Skill, HP Regen.

Weaponsmaster is an extremely powerful HP Attack in certain circumstances, as long as you can keep your HP total high. In conjunction with your unique marksman-like Bravery Attacks, Weaponsmaster makes you a viable threat from long range even though Firion is classified as a vanguard.

VORTEX OF ARMS

COMMAND	BRAVERY DAMAGE	NOTE
■ (chargeable)	20x17	Draws in enemies during whirlwind.Draw-in range: 1.5. Charging prolongs whirlwind effect.





Firion generates a massive whirlwind around himself that forcefully draws in enemies, shredding them with weaponry. Firion then ends the whirlwind with a ring of lightning, blasting away all nearby foes.

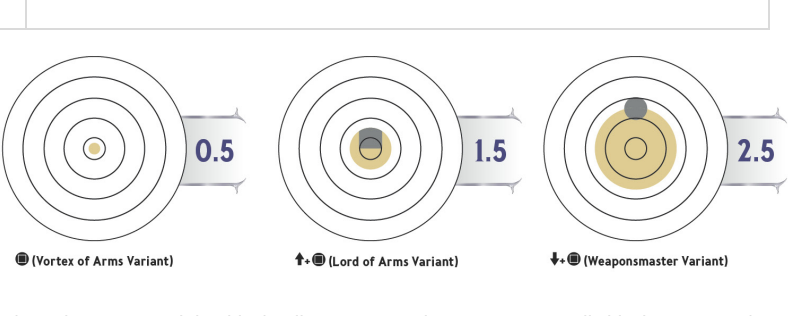
There are two versions of this attack. Tapping ■ bypasses the whirlwind effect and goes straight into the lightning HP-damage attack. Holding ■ creates a tornado that pulls in nearby opponents, dealing a high amount of Bravery damage before dealing HP damage.

While in the tornado, your poise value remains high, making you essentially invulnerable to Bravery Attacks (although HP Attacks can punish you).

Vortex of Arms is an incredibly powerful HP Attack due to its versatility. You can stop the whirlwind portion at any time or skip it altogether to deliver a quick unguardable melee-range attack. Vortex of Arms can be used offensively in wall-pin combos or as a follow-up to a team attack. As a defensive tool, it's strong against aggressive vanguards and assassins, thanks to its whirlwind draw-in effect.

RIPOSTE

COMMAND	BRAVERY DAMAGE	NOTE
■ / ↑ + ■ / ↓ + ■	–	Counterattack variant depends on initial input: ■ for Vortex of Arms, ↑ + ■ for Lord of Arms, ↓ + ■ for Weaponsmaster.



■ (Vortex of Arms Variant)
↑+■ (Lord of Arms Variant)
↓+■ (Weaponsmaster Variant)

Firion conjures a shield in front of himself for a second that blocks all Bravery Attacks. Upon successfully blocking an attack, Firion retaliates with one of three HP Attack variants, depending on the initial input combination.

■, ↑ + ■, and ↓ + ■ commands all generate a shield with the same Bravery-deflecting property. However, each command produces a different retaliation attack upon a successful parry. After you parry an attack, you're invincible for a short period as you deliver your counterattack.

Blocking an attack with ■ produces Vortex of Arms, a ring of surrounding lightning that punishes melee aggressors. Blocking with ↑ + ■ produces the Lord of Arms attack, a mid-range shockwave. Blocking with ↓ + ■ produces a Weaponsmaster reprisal, a direct projectile-type attack, punishing ranged attackers.

Riposte is remarkably versatile and grants a great amount of survivability and defense to your move set, particularly against marksmen. As a vanguard, you're generally susceptible to rapid ranged attacks from marksmen. With Riposte, you can punish these attacks with ↓ + ■ from past mid-range. Mastering this parry timing can make you nigh invincible against Bravery Attacks. However, equipping Riposte means you sacrifice the ability to inflict HP damage at will, since the HP-damage portion of this ability requires a successful parry.

EX SKILL BREAKDOWN

BLOOD WEAPON

COMMAND	BRAVERY DAMAGE	RECAST TIME	NOTE
▲	–	75 seconds	20-second duration. Increases speed by 10%. HP absorption amount from Bravery Attacks varies between attacks. HP absorbed from HP Attacks is 40% amount of HP damage dealt.

With Blood Weapon activated, Firion's attacks restore lost HP and increase his speed. Blood Weapon lasts for 20 seconds.

Firion's unique EX Skill grants a dramatic increase in survivability, as long as you can score attacks during its 20-second duration. Bravery Attacks restore a set amount of HP per attack, regardless of how much damage is dealt (e.g., from damage scaling). HP Attacks restore 40% of the total HP damage dealt. Your speed is increased by 10%.

Using Blood Weapon is straightforward. When you need to regain lost HP, activate it and continue fighting. Its speed increase is significant and gives you a much higher chance of connecting with attacks, thanks to better mobility.

HP Attacks are incredibly powerful under Blood Weapon. With a default Bravery value of 1000, you regain 400 HP for landing your HP Attack, which can easily save you from a potential death. If you need a spike in HP, considering going for HP Attacks over Bravery Attacks while under the effects of Blood Weapon.

BATTLE PLAN

As a vanguard, your normal duties generally involve protecting your vulnerable teammates and using your high poise to punish overly aggressive assassins. Firion's toolkit is unique and distinct from other vanguards. He has a plethora of attacks that vary widely in hit effects and properties. For instance, his grounded neutral ● (Lance Combo) isn't your standard lunge attack; it's a circular area-of-effect attack with a draw-in effect that defends against and punishes nearby enemies with a high-damage combo.

Further distinguishing Firion from other vanguards is his special interchangeability properties across his vast arsenal of grounded Bravery Attacks. He has nine separate attacks across three combo stages. Each stage of the combo (each ● input) has an attack variant that's designed for close range, mid-range, and long range. For details, see the "Firion's Custom 'Force Combos'" sidebar preceding this section.

Because of his wide arrangement of ground attacks, Firion's main strength comes from a grounded position. Your most versatile attacks are your mid-range ones. One of your best combo sequences is:

Grounded ↑ + ● (Rope Knives) > ↑ + ● (Searing Volley) > ↑ + ● (Fulminating Strike)

These mid-range attacks cover a wide arc and track vertically well. If you need more range, you can switch up your attacks mid-combo after the first attack. For instance, if the enemy is out of range of your Rope Knives, you can force-combo into ↓ + ● (Calescent Wand) instead in order to chase down fleeing enemies with a long-range projectile. An effective technique is to use only the first two attacks to lock down enemies. Rope Knives > Searing Volley alone has high team combo potential thanks to its stunning effect. Alternatively, you can use this type of technique in one-on-one situations. For example, after an anti-air Searing Volley hit, you can dash cancel in and force the enemy to block Lance Combo >Gelid Wand >Ground Pound.

Firion's grounded neutral ● > ● > ● combos are exceptional defense-based attacks that deal a devastating amount of damage, while his grounded ↓ + ● > ↓ + ● > ↓ + ● sequence is ideal for hunting ranged opponents. Additionally, Firion's grounded attacks boast subtle yet highly impactful properties. They can all be dash canceled even if they don't connect with a target. All of his third-stage Bravery Attacks can cause wall pins, including his ranged projectiles. This is unique to Firion since, generally, marksman ranged combos do not wall-pin.

While his ground attacks are exceptional, his aerial attacks are lackluster. However, they're serviceable if you can take advantage of his dashing ● (Grasping Knives) and airborne ↓ + ● (Plummet) attack-canceling techniques. Since much of combat involves aerial mobility, you spend a lot of your time in the air, dashing. Dashing ● (Grasping Knives) is a "warp attack"; when the attack hits, you're automatically pulled into the enemy, at which point you can cancel into another airborne Bravery Attack. Follow up with either a burst of damage (airborne ●, Swordslash) or Plummet (then canceled into a grounded Bravery Attack). Plummet is one of your most important moves. It's a dive-bomb-type attack that sends you, from any height, directly to the ground beneath you, where you're most powerful.

Firion's various HP Attacks cover a broad range of effects and attack traits. Lord of Arms is the most balanced out of the four, with moderate speed and range; it's a good supplement to his solid set of mid-ranged Bravery Attacks and is effective in most situations. Weaponsmaster gives him a long-range HP Attack, but with a unique HP condition: as his HP decreases, the range on Weaponsmaster decreases. Vortex of Arms is a close-proximity attack with high Bravery-damage potential. It can be used offensively and defensively. Riposte provides an absolute defense against Bravery Attacks, but requires timing and skill to master.

Firion is a vanguard who excels at fighting from a grounded position. His customizable-on-command Bravery Attack sequences provide a unique advantage, allowing him to adapt to specific scenarios instantly. His powerful mid- and long-ranged attacks make him a pseudo marksman with strong team combo potential, while his defensive close-proximity area-of-effect attacks can repel most melee-based aggressors. Firion shines on low-verticality maps.

GALLERY

APPEARANCE

Committed to the Cause

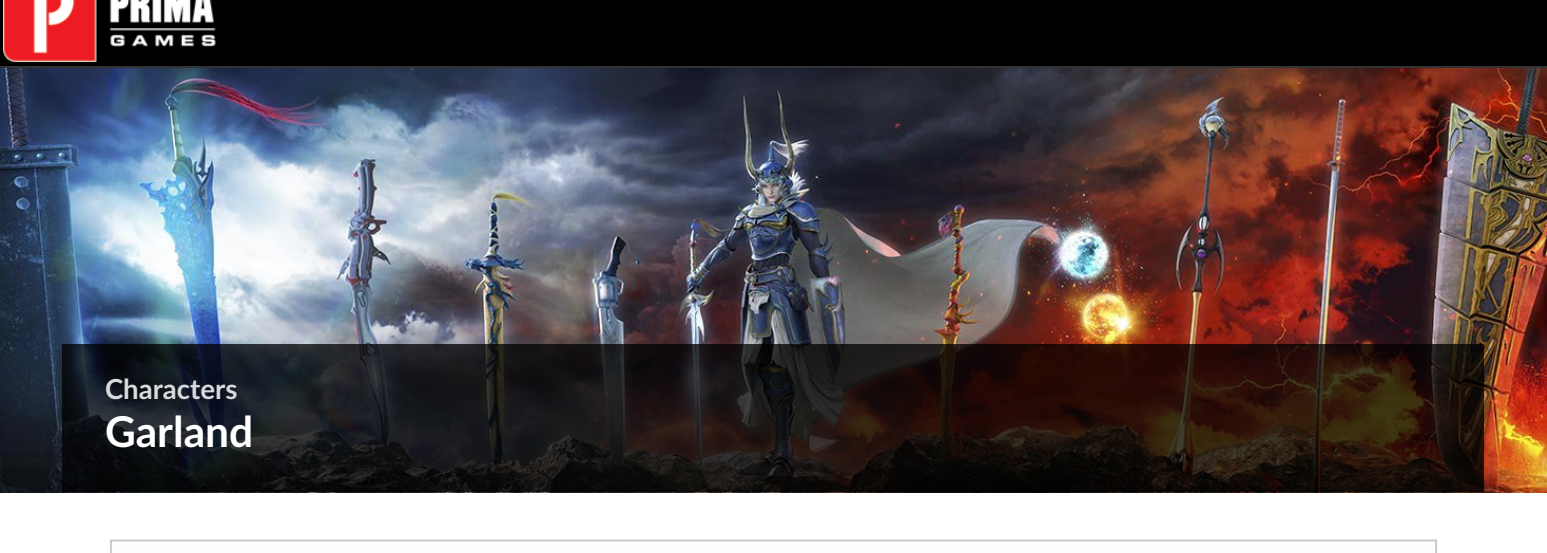
Resolute Rebel

WEAPONS

Arsenal I

Arsenal II

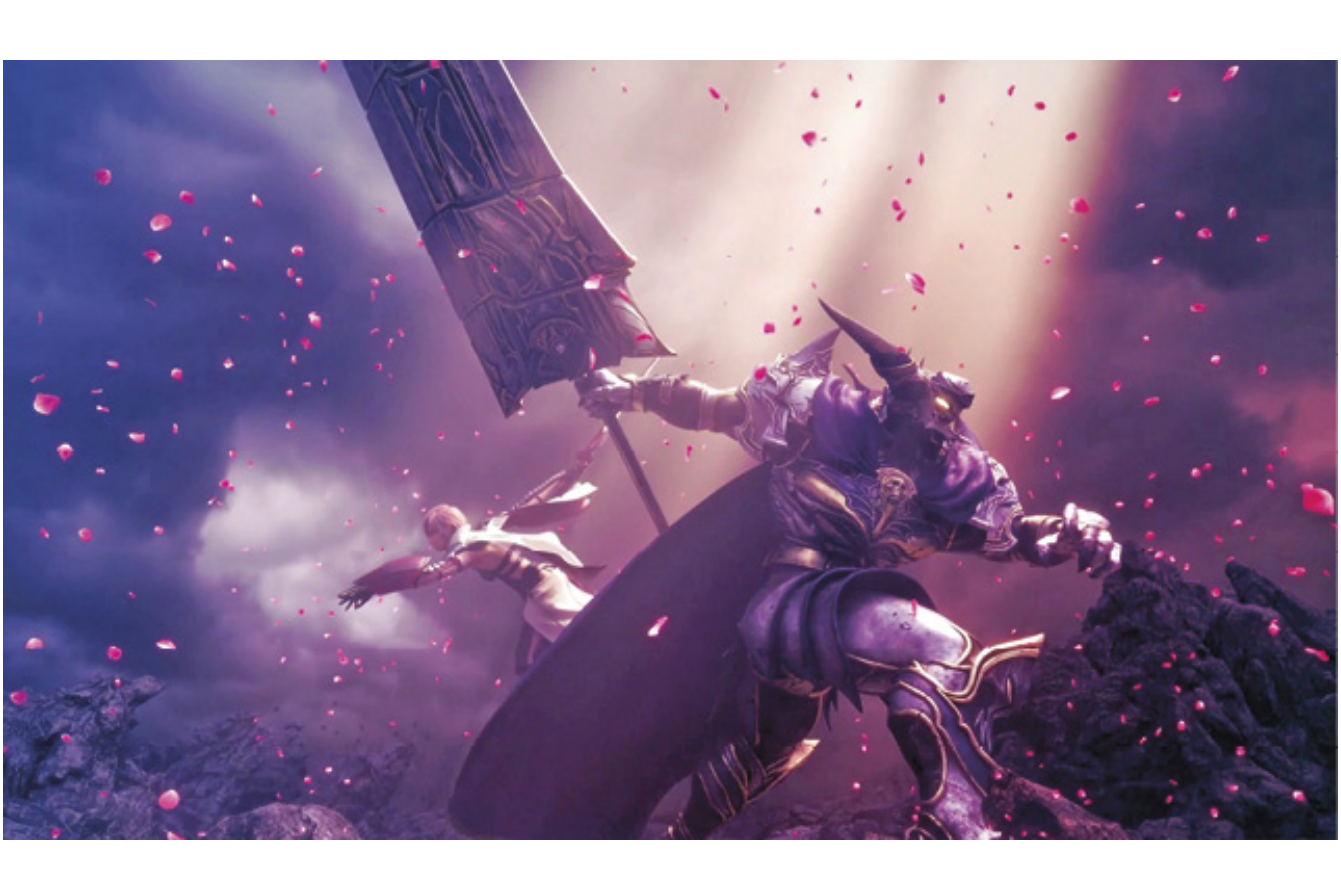
Arsenal III

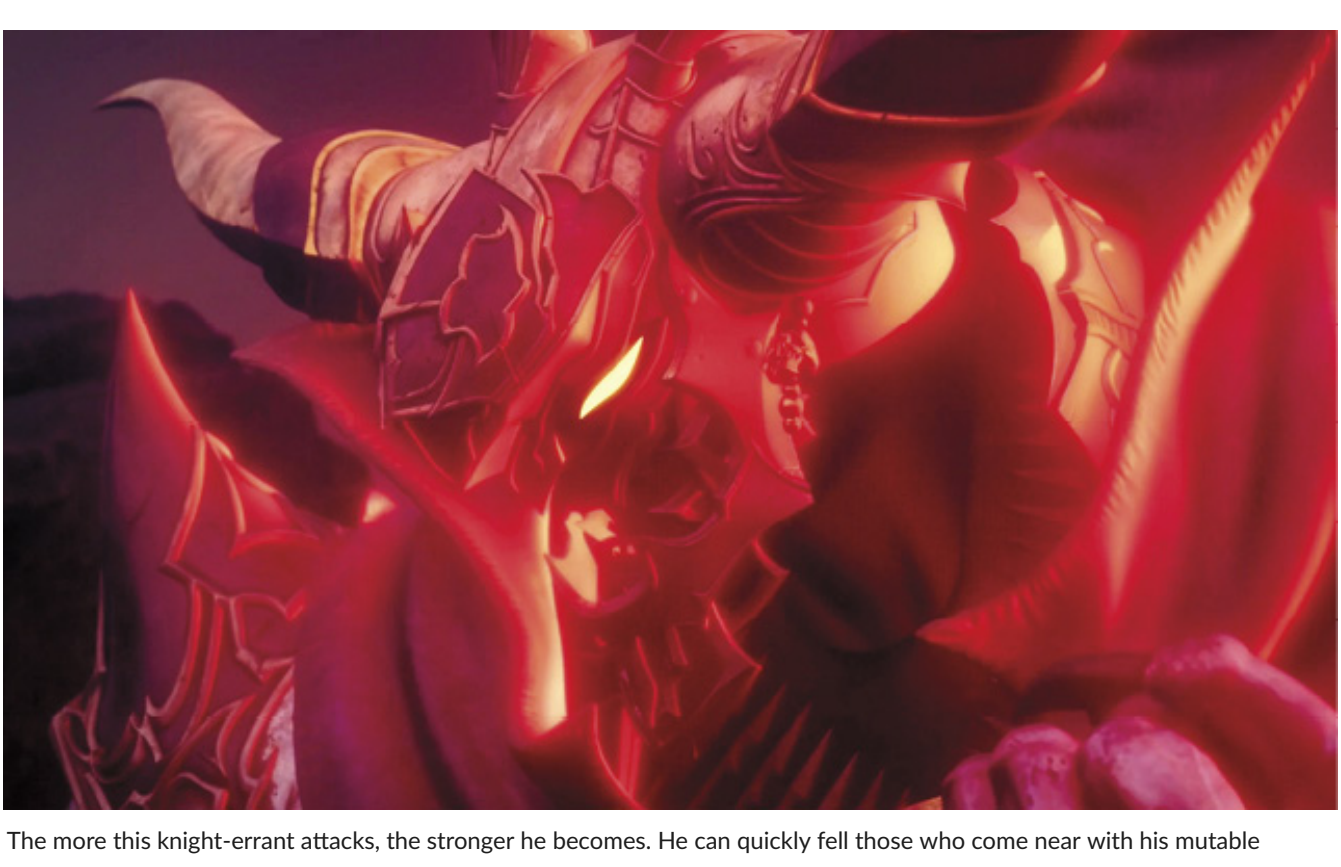


Characters

Garland

VANGUARD



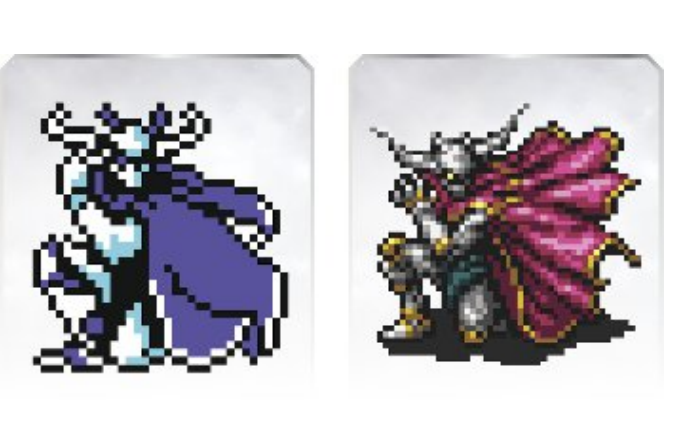


The more this knight-errant attacks, the stronger he becomes. He can quickly fell those who come near with his mutable sword, and also hound faraway foes with HP Attacks that run the gamut of natural disasters. His place in battle is squarely on the front line.

Original Appearance: *FINAL FANTASY*

Year: 1987

Role: This fallen Cornelian knight started the *FINAL FANTASY* mythos with a bang all those years ago by kidnapping the kingdom's princess, kicking off a wide-ranging (and, eventually, time-looping) story involving series mainstays like globetrotting, fiend-defeating, and crystal-seeking.



Other Noteworthy Appearances: *DISSIDIA FINAL FANTASY* (2009), *DISSIDIA 012 FINAL FANTASY* (2011)

ARSENAL

BRAVERY ATTACKS

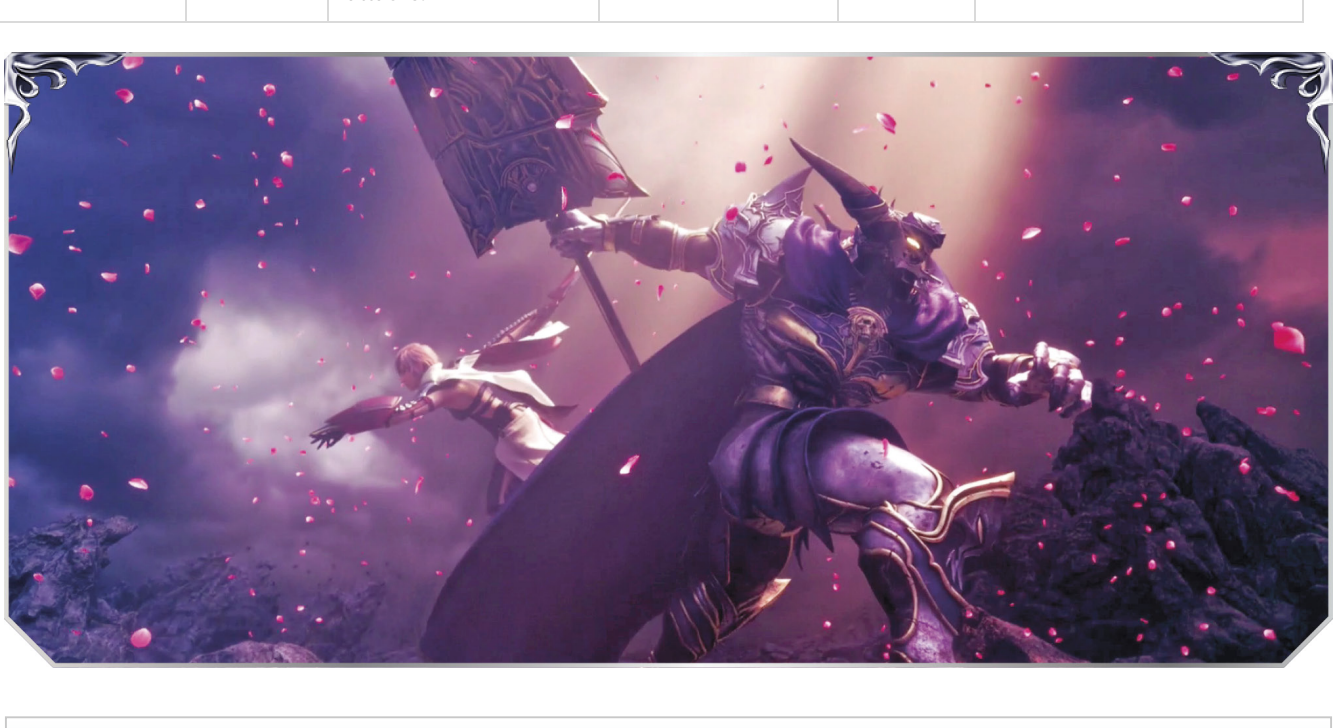
NAME	STATE	COMMAND	BRAVERY DAMAGE (NORMAL / DSI / DSII)	BRAVERY DAMAGE (NORMAL / DSI / DSII)	CAPSULE DESCRIPTION
Round Edge	Grounded	● > ●	512 / 560 / 592	1 / 1.5 / 1.5	Move in with a spinning multi-hit broadsword slash in all directions, followed by an upward swing that flings the target away.
Reel	Grounded	↑ + ● > ●	496 / 544 / 576	1 / 1.5 / 1.5	Extend sword's tip on a chain to pull in the target, hitting them hard once they're pulled in.
Thundaga	Grounded	↓ + ●	384 / 432 / 480	1.5 / 1.5 / 2	Slam the enormous sword to the ground, generating a huge electric pillar that homes in on the target.
Twin Swords	Airborne	● > ●	512 / 560 / 592	1.5	Spinning multi-hit aerial attack that ends with a downward slam to the ground.
Chain Cast	Airborne	↑ + ● > ●	496 / 544 / 576	1 / 1.5 / 1.5	Bring the extended chain tip downward in a hammerblow that drags in prey, in position for Garland to smash them away.
Flare	Airborne	↓ + ●	384 / 432 / 480	3 / 3.5 / 4	Explosive fire energy builds up along Garland's blade, flying off ahead as a forceful projectile.
Lance Drill	Dashing (Grounded & Airborne)	●	376~472 / 376~544 / 376~616	1.5~2.5 2~3 2~3.5	Rush in rapidly with a multi-hit drilling attack before the finishing blow.

HP ATTACKS

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Earthquake	Anytime	■	–	1	Smash foes into the earth from above in this mid-range attack.
Tsunami	Anytime	■	–	2	Call forth a column of water that pursues the enemy.
Blaze	Anytime	■	24x1~10	0.5 (Draw-in: 1.5)	Engulf all nearby enemies in a conflagration.
Cyclone	Anytime	■	–	4	Manifest a cyclone that pursues distant enemies.

EX SKILL

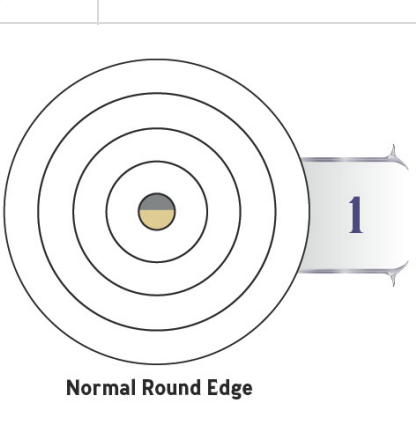
NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Deranged Soul (Attack)	Anytime	▲	80, 32x0~9, 160 (240~528)	1	Dash forward with a grab attack that allows for many hits, if no one disturbs Garland.
Deranged Soul I	Anytime	Quickly land two spells/three sword attacks/six whip attacks.*	–	–	Increases Bravery Attack range and damage.
Deranged Soul II	Anytime	Quickly land two spells/three sword attacks/six whip attacks.*	–	–	Further increases Bravery Attack range and damage.



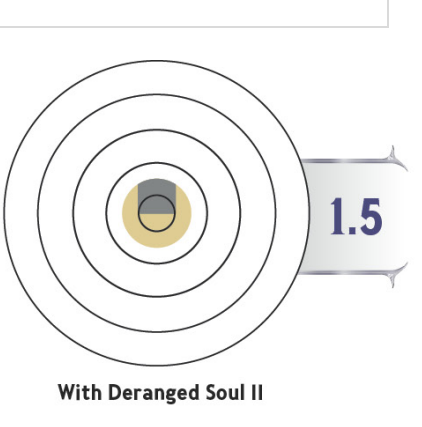
BRAVERY ATTACK BREAKDOWN

ROUND EDGE

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ● > ●	Normal: 128, 128, 256 DSI: 128, 80x2, 272 DSII: 128, 48, 64x2, 288	2/2.5/3 spins during first attack depending on Deranged Soul level.



Normal Round Edge



With Deranged Soul II

Garland spins forward, whirling the enormous bulk of his combination sword around him multiple times. After Garland comes to a stop, he transfers the momentum of the sword spin into a grand upward slam, pitching the victim away to long range.

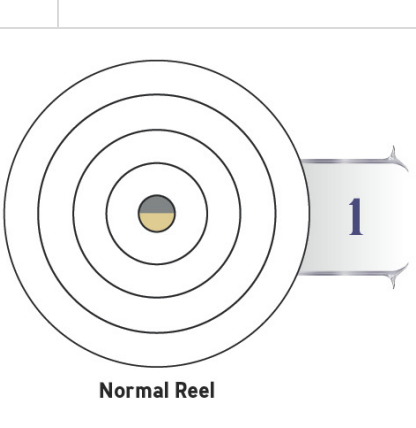
The sword-spinning portion is fast and covers Garland in all directions. It's the perfect attack to unleash against one or more attackers on the ground, since everyone must respect it even if they're flanking Garland or behind him.

Deranged Soul I adds a half-spin to the first button press, gaining a bit of extra range and more damage. Deranged Soul II adds an entire extra spin, providing yet more reach and damage.

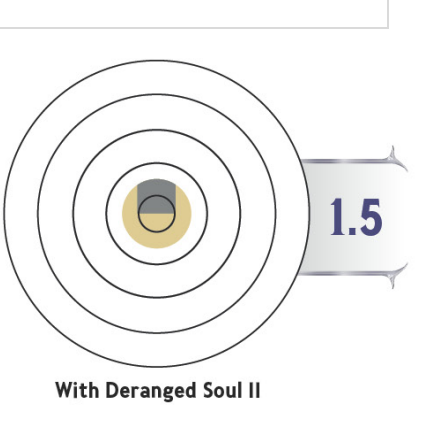
The range depicted here is for the wind-down of the last sword spin and illustrates that this can be used against foes a sidestep or two away. Ideally, though, it's a point-blank attack, so it'll carry them through the spin, hitting multiple times. This gives you a chance to decide whether to evasion cancel in case of a whiff; cap the spins off with the launching attack (which requires another ● press during the final spin); or forgo it so an ally can tack on their move, or so you get another crack at hitting them if they react poorly when they recover from the sword spin.

REEL

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ↑ + ● > ●	Normal: 192, 64, 240 DSI: 208, 80, 256 DSII: 224, 80, 272	Noticeably weaker building Deranged Soul energy than other Bravery Attacks.



Normal Reel



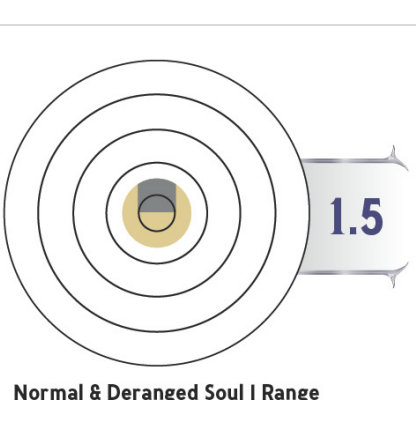
With Deranged Soul II

Garland sticks out his sword suddenly, detaching the tip as a chain-linked spear that can reel in targets it hits. After the reel-in, Garland bashes the target into the distance.

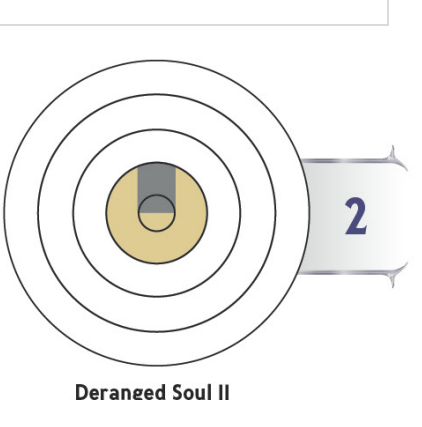
This opener is a little less gung ho but just as far-reaching as Round Edge. The initial hit and the reel-in both inflict damage, along with the optional follow-up catapult bash. The initial chain-sword poke has terrific range, especially powered up with Deranged Soul I or II, both of which increase the reach and damage. The only downside is that it's a bit slow to retract when missed, so Garland is a sitting duck on whiff until he can evasion cancel.

THUNDAGA

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ↓ + ●	384/432/480	Initial axe hit deals 32/48/64 Bravery damage depending on Deranged Soul level.



Normal & Deranged Soul I Range



Deranged Soul II

Thundaga is one of Garland's spells, alongside Flare. Garland smashes his weapon down in hybrid axe form, sparking a gigantic thunder pillar that slowly tracks the target for just under three seconds before dissipating. The initial hammer smackdown is a weak attack, though Thundaga should not be thought of as a melee swing.

The large surface of the lightning pillar and its slow movement speed make it an excellent disruption projectile, forcing foes to deal with a big moving obstacle instead of whatever else they wanted to be doing. If Garland hits directly with the axe smash that sparks the projectile, he gets a little more damage, as the axe swing to start Thundaga isn't just for show.

Aside from Thundaga's slow speed and space dominance, there are two other crucial tidbits to consider: it doesn't evaporate when it nails foes, and it doesn't knock them very far away. So it's possible for a Thundaga bolt to hit a foe on the way to the target, then the target, then yet another victim afterward, before it's gone. It's even possible (if rare, unlikely, and entirely dependent on corner-positioning) to hit the same target twice with one meandering Thundaga bolt! (That old saying doesn't apply in *DISSIDIA*.) The point is, most projectiles don't work this way, so keep it in mind.

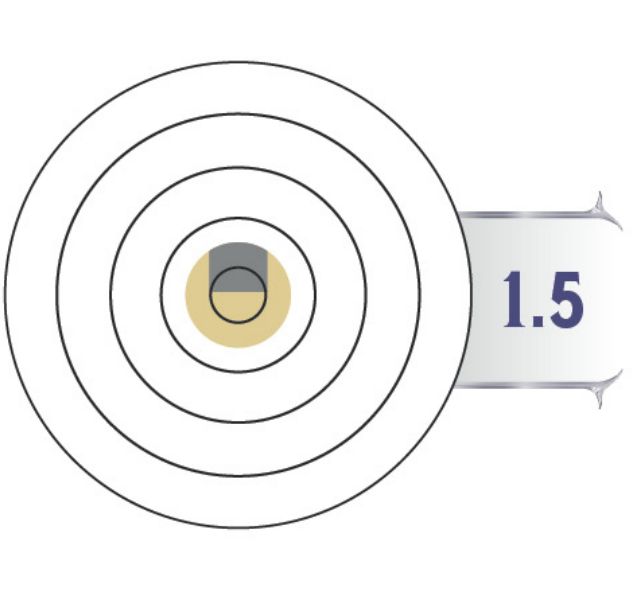
And because it doesn't knock the victims far away like most Bravery Attacks, Thundaga can easily lead to immediate combo follow-ups. This can be pulled off mid-field, but it's especially relevant near corners and walls. When casting Thundaga, evasion or dash cancel toward the foe right after releasing the thunderbolt. Depending on how far away they are, and where the lightning throws them on hit, there are several attacks you might be able to immediately catch them with. Reel and Chain Cast tend to work best. Finish the Reel/Chain Cast combo and you'll have an automatic Deranged Soul level-up from three moves so quickly chained together…and the poor sap might be susceptible to yet more hits, if they get flattened against a nearby wall.

Immediate Flare after dash canceling out of Thundaga also covers just about anywhere the opponent could be tossed toward, but it's a bit slow, unless they're extremely slow to air-recover from the lightning hit. Thundaga juggled right after Thundaga can work, if the opponent was nailed by the hammer hit of the first one.

Thundaga doesn't disappear when it shocks adversaries, but it does vanish if you cast it again while it's in progress.

TWIN SWORDS

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ● > ●	Normal: 96, 80, 96, 240 DSI: 112, 80, 112, 256 DSII: 112, 96, 112, 272	Charging increases range and Bravery damage.



Garland splits his great sword and goes to work in mid-air with twin blades, surging forward with three scissoring slices. On a successful catch, Garland can finish off with a ferocious downward spike, melding the twin blades into a hammer for the finish.

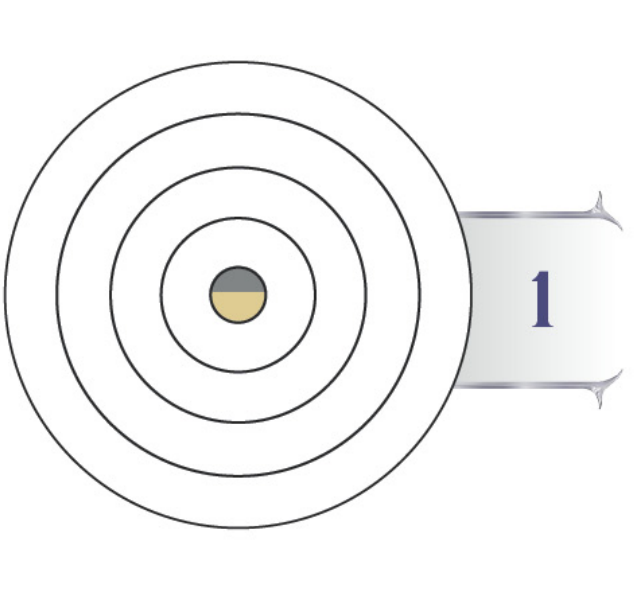
Like with Round Edge on the ground, Twin Swords has great travel distance for the first three hits (though Twin Swords just covers the air in front of Garland, while Round Edge covers all directions on the ground). Also like Round Edge, hit-checking with airborne ● (without the follow-up ●) can work well for two reasons: one, if you've caught a weak defensive character, like a marksman type, you might be able to bully them with unfinished combos while they try to get away; and two, if a friend (or a friendly summon) is nearby, they might pile on and add their own hits, enhancing the punishment and further draining enemy Bravery. It can be counterproductive to blast victims away—unless, of course, there's a wall behind them to splat them on!

Twin Swords is a high-commitment attack (again like Round Edge). Whiffing it badly means watching Garland do three strikes in mid-air, without being able to evasion cancel out till the third one.

With Deranged Soul I or II active, Twin Swords gains damage and a tiny bit more range per level-up, though the range increase is not as substantial as with his other Bravery Attacks.

CHAIN CAST

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ↑ + ● > ●	Normal: 224, 272 DSI: 240, 304 DSII: 256, 320	Noticeably weaker building Deranged Soul energy than other Bravery Attacks.



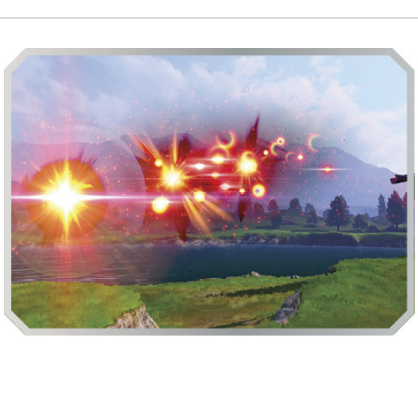
In mid-air, Garland splits the sword into chain form and whips it up over his head, then brings it down in an arc before him, cutting a vertical swath from straight above to straight below. At the bottom of the chain's traversal, as his quarry reels from the downward swipe, he snaps the chain right back up, scooping them tumbling off into long range.

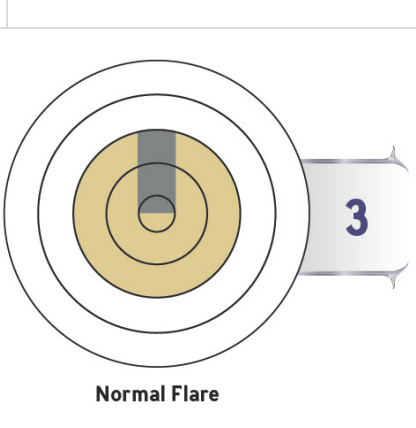
Like Reel on the ground, this is a great far-reaching poke that lets Garland engage mid-range foes without throwing his whole body into the fray. Chain Cast also offers him coverage directly above (for fliers) or directly below (if he's attacking straight down after double-jumping).

Chain Cast is quick off the first hit, offering meager team synergy potential, so there's no reason not to follow through and fling the target off with the follow-up. At least that might score a wall hit. If the first swing comes up empty, evasion cancel out of the recovery to dodge retaliation and/or to keep after your prey.

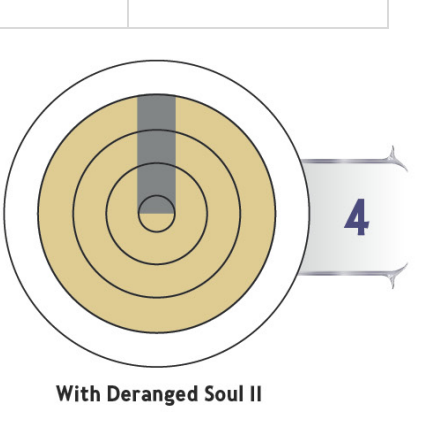
FLARE

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ↓ + ●	384/432/480	–





Normal Flare



With Deranged Soul II

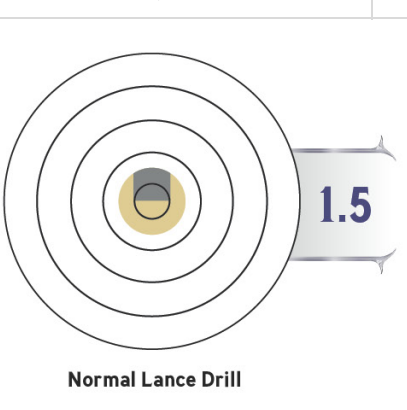
Garland lowers his sword, pointing it out from his midsection, and braces himself for a second as nuclear energy travels up the broadsword's length toward the tip. At the end it gathers and explodes forth from the blade as a dense, sizzling fireball. This scorching projectile tracks the target till it fizzles, after just over another second.

Flare takes a second for Garland to launch, but once it gets going, it's his longest-range attack. It travels quickly and blasts victims in the way into a brief tumble, opening them to other attacks. Flare works well with Thundaga when you want to harass the opposing team but feel too cautious to move in yet. Garland is no marksman, but Thundaga is slow, tall, and wide, while Flare is quick and direct, so there are at least a couple different ranged looks he can show the other team.

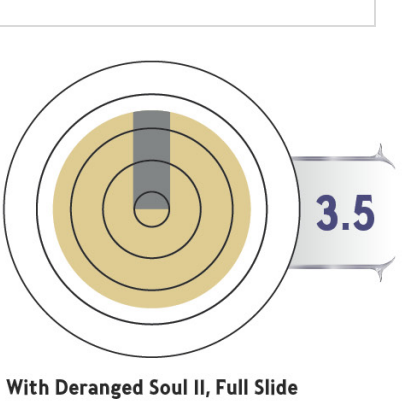
Deranged Soul buffs increase both the range and damage of Flare. Not only is Deranged Soul II Flare a tremendously long-reaching attack, but it's also the attack that builds up the most energy toward another Deranged Soul buff refill. Shoot two Flares in a row that both connect, and voilà, Deranged Soul level-up.

LANCE DRILL

COMMAND	BRAVERY DAMAGE	NOTE
Dashing (Grounded & Airborne) ●	Normal: 24x1~5, 352 DSI: 24x1~8, 352 DSII: 24x1~11, 352	Charging increases number of hits.



Normal Lance Drill



With Deranged Soul II, Full Slide

Garland's dashing attack reconfigures his broadsword as a cross between a jousting spear and an enormous drill bit. After sliding in with a screwing slide capable of multiple hits, Garland ends with a fierce midsection blow with the weapon, knocking away the target.

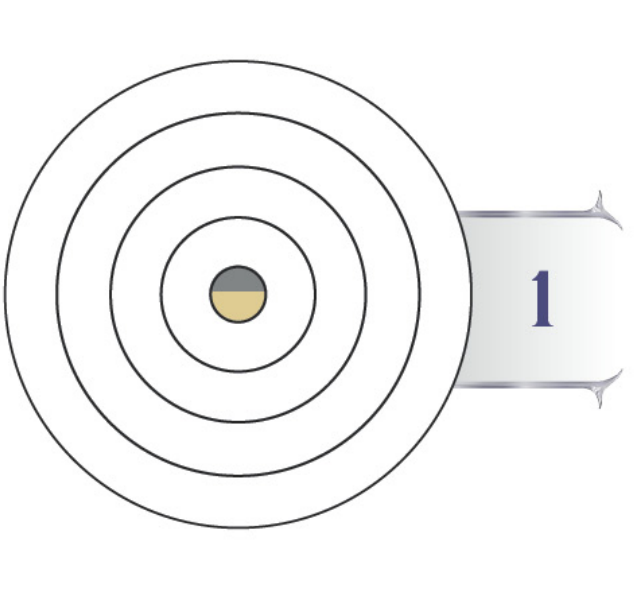
The range (and multi-hit) potential increases with Deranged Soul I/II. Holding down the command causes Garland to slide farther during the drilling portion, scoring more hits and increasing the ultimate range of the post-drilling stab.

This is Garland's farthest-reaching melee attack by far, which is the attack's defining strength. It even competes with Flare for range. And Garland needs it too, since his biggest weakness is his difficulty chasing down more agile fighters (which is pretty much everyone).

HP ATTACK BREAKDOWN

EARTHQUAKE

COMMAND	BRAVERY DAMAGE	NOTE
■	–	Drops to ground. Does bonus damage based on altitude.

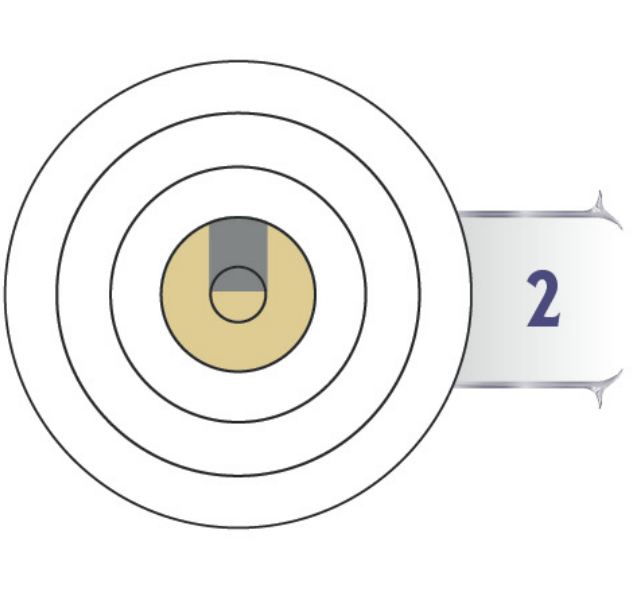


Garland flips forward with the great sword configured in hammer mode, bringing the strange weapon down with such force that the earth is split apart, spurting dislodged rocks up from the ground. Who knows whether it's the hammer or the quaked earth that's more damaging to anyone caught in between. Either way, they're knocked away, freed of a big chunk of HP.

The most interesting (and useful) trait of Earthquake is that no matter where Garland starts it from, he plunges clear to the ground for the hammerblow, dragging anyone he catches with the hammer down along the way. Attacking from above is one of the best ways to catch players by surprise—it's naturally harder to keep track of fliers hovering above you. Garland can dash in at double-jump height above enemies preoccupied with other things, searching for a straggler to crush from overhead.

TSUNAMI

COMMAND	BRAVERY DAMAGE	NOTE
■	–	–

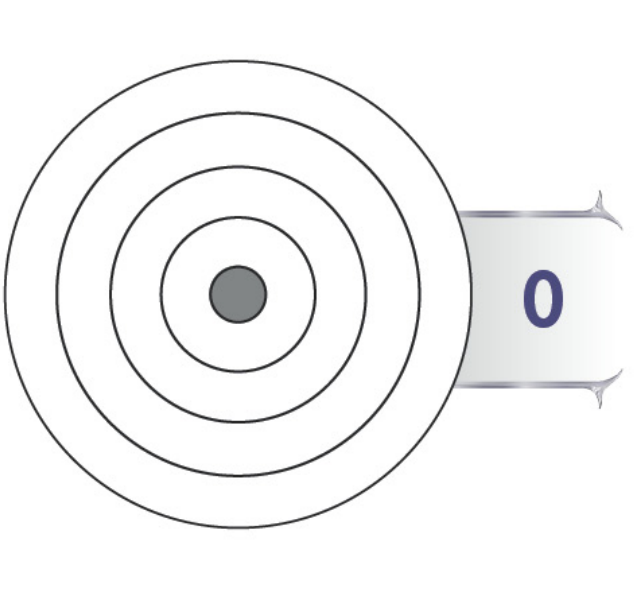


Garland rears back, then sweeps his sword upward along the ground, calling forth a series of forceful water geysers. One after another, geysers erupt in a line toward the target. Any that hit bowl over the receiver, washing away their HP.

Seven geysers explode ahead of Garland one after another, pouring a decent way into mid-range. This is like many shockwave-style HP Attacks. Tsunami is easy to use, allowing Garland to spout straight at the enemy, forcing them to sidestep, or neutralizing their own incoming projectiles and shockwaves. As another projectile attack, it syncs well with his use of Thundaga and Flare.

BLAZE

COMMAND	BRAVERY DAMAGE	NOTE
■	24x1~10	Draw-in range: 1.5.



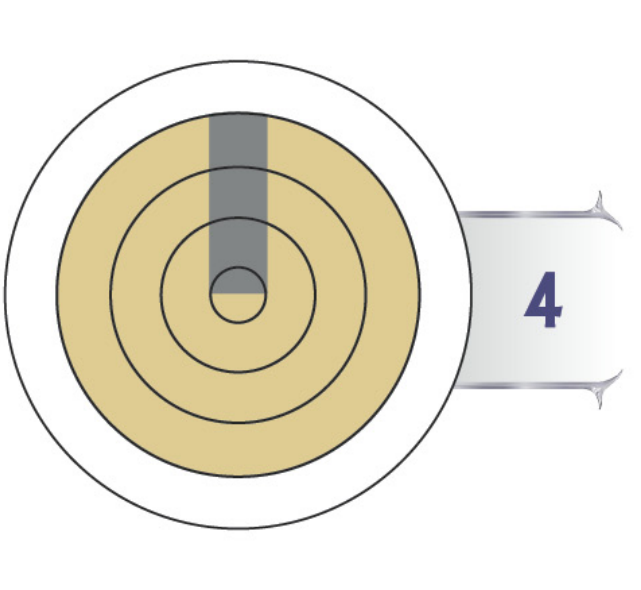
In the most dramatic exhibition of the power of his unique transforming weapon, Garland goes telekinetic and splits the blade in two, spinning the pieces rapidly in a sphere around himself. After just over half a second, a globe of flames erupts around Garland, as the furious spinning of his blades through mid-air begins drawing in nearby foes. Anyone pulled into the flames is softened up by multiple flaps of fire before the finishing explosion.

Though the draw-in effect is nice, with decent range, anyone who realizes Garland is charging an HP Attack is unlikely to stick around. This HP Attack is more useful for nailing reeling enemies off wall hits or tumbling off a Bravery Attack; Blaze is the only HP Attack Garland has that pushes the Bravery total even higher before driving home the damage. As a bonus, its area-of-effect explosion may wrap up multiple enemies in one attack.

Ensnaring multiple foes in Blaze will build up that much more Bravery before the final hit, increasing the damage dealt to everyone; scoop up two foes for 480 bonus Bravery, or the entire other team for 720! With the ability to catch multiple foes, the bonus Bravery, and the short AOE range, Blaze pairs well with common EX Skills Vacuum, for drawing foes toward Garland, and Bravery Conduit, for building up Garland's Bravery before dishing it all out.

CYCLONE

COMMAND	BRAVERY DAMAGE	NOTE
■	–	–



Holding the sword aloft behind him, Garland spends a second charging up wind energy, as every portion of the weapon spins furiously in place. Finally, just after a second, he whips the weapon around him, unleashing a huge wind ball that whorls toward the target.

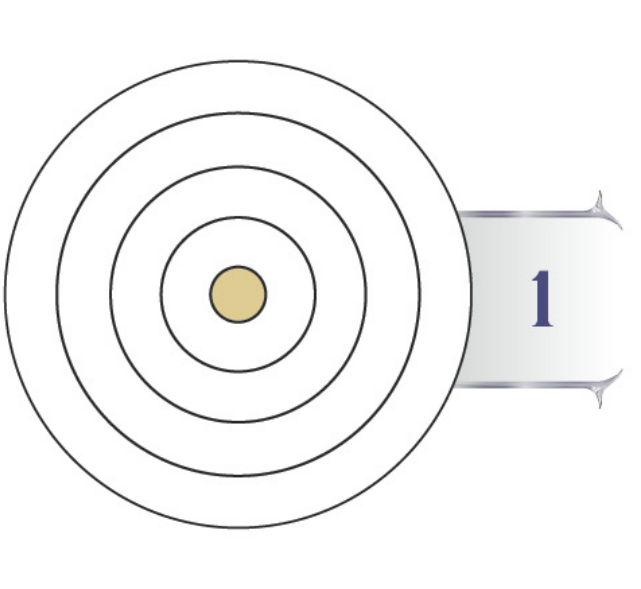
The Cyclone reaches a huge range, traveling almost to the edge of the minimap's radius in about a second and a half. If you're looking for a ranged complement to Flare, Thundaga, and Lance Drill, Cyclone can't be beat.

Garland is slow, and most of his attacks are telegraphed, so he can find himself in an odd position for a vanguard, trying to keep up with group fights that erupt, rather than being the star of the show. Cyclone also provides him a longer-range option for saving backline teammates. If he sees a marksman in trouble, he might not be close enough to swat directly at their assailant, but he'll be close enough to quickly target that foe and send a Cyclone after them (before charging in after it, naturally).

EX SKILL BREAKDOWN

DERANGED SOUL: EX SKILL ATTACK

COMMAND	BRAVERY DAMAGE	NOTE
▲	80, 32x0~9, 160 (240~528)	Can be held for more hits.



Garland dashes toward his target with a grab attack reminiscent of many other fighting games. Simply tap the command, and he chokes and releases his opponent(s) for two hits, blasting them backward. Hold the command down, and he tacks on as many as nine more hits while strangling them in a dark spell grip, before ultimately blasting them backward just the same.

In close- to mid-range, the Deranged Soul EX Skill is Garland's fastest attack by far—nothing else comes close. The caveat is that the cooldown is a full minute, so he won't get very many of these surprise grabs per match.

If possible, hold down ▲ throughout the attack for max hits and damage. Manage to squeeze in at least three multi-hit strikes, and you'll assure a Deranged Soul buff upon release, with the final strike. And if the target guards in time but you hold down all Deranged Soul's multi-hits anyway, forcing them to block them all, this will go most of the way toward pushing their guard stamina into the red, nearly breaking their guard.

The multi-hits take time either way, so you'll have to keep an eye out and see if any of your victim's friends notice what's going on. Letting the target go early and forgoing extra hits out of caution is better than getting greedy and ultimately coughing a point because you let enemy teammates pry you off their ally with an HP Attack.

DERANGED SOUL: ATTACK BUFF

COMMAND	BRAVERY DAMAGE	NOTE
Two spells, three bladed attacks, or six chain attacks hitting in quick succession.	–	25-second buff duration. Fulfill conditions again to level up/refill buff timer.

Garland is a whirling dervish, constantly throwing his weight behind varied attacks of his convertible weapon. When he lands several attacks close together (not necessarily combos, just continued successful strikes), his passion for battle fills him with rage, amplifying his Bravery Attack power and range.

Garland doesn't have to do anything; this buff takes care of itself. Land lots of attacks close together, and you'll activate it. An icon appears under Garland's HP gauge, and the timer begins. Endure long, fallow periods where you can't get any offense going, and it'll simply disappear. But it's easy to get going again with another solid attack salvo.

When building toward Deranged Soul, Flare and Thundaga are most valuable; two of them close together will engage the buff.

Next are his multi-hitting sword combos, Round Edge and Twin Swords: three stages from these attacks will do it, close together. (Stages, not hits: aerial ● may be a three-hit attack, but it's just one stage; three of these back-to-back will trigger Deranged Soul.)

The weakest attacks when building Deranged Soul are the longer chain strikes, Reel and Chain Cast. They basically require twice as many hits in a brief period as the sword-centric attacks, which is not realistic. They're great attacks, but they're not going to keep Deranged Soul active on their own like the other Bravery Attacks tend to.

Deranged Soul I lasts for 25 seconds. Fulfill the conditions again while Deranged Soul I is active to begin Deranged Soul II and another 25 second timer. When Deranged Soul II expires, it simply degrades to Deranged Soul I. So activating DSII ensures you'll be buffed for at least 50 seconds, even if you don't get any other strings of attacks together.

BATTLE PLAN

Garland may be a heavily armored brawler, but he's not really a tank or defensive character. In practice, he's more like a methodical assassin. When he does attack, he's much sturdier than the average assassin, with wider-reaching attacks. This comes at a cost, which is that Garland is one of the slowest characters. His movement speed and air mobility are nothing to write home about, so good situational and positional awareness are key.

Garland's ideal approach involves forcing team fights. He excels in tight groups because his attacks hit multiple targets, and he can gain an extremely high amount of Bravery with even a basic attack like Round Edge or Twin Swords.

When contacting enemy groups from max range, his Flare and Thundaga spells shine. Cast one, evasion cancel, then launch the other (changing targets between, if a couple of foes are in range). At this distance, it doesn't make sense for Garland to overextend and rush in, trying to force the issue. It's better to coax enemies to come to Garland. These projectiles help him split up enemy plans and score glancing hits when they mess up or don't notice. You may even begin building up his important power buff, Deranged Soul, if a Flare or two hit, or if a Thundaga bolt zaps a couple foes rushing in.

When enemies are closing in, the earliest-contact pokes are his chain-sword moves, Reel and Chain Cast, both done with ↑ + ● . Swing from the tip of the chain's reach, and be ready to evasion or guard cancel on whiff, taking a brief defensive action before trying to reclaim momentum with an attack. Aerial ↑ + ● is important to note as a space-check against sneaky triple-jumping assassins and their ilk, moving around overhead. The neutral ● attacks don't hit right above, so keep it in mind.

Inside the chain-whip radius, his neutral ● combos (Round Edge and Twin Swords) are great attacks, as close as Garland gets to a good hit-check option for handing off openings to allies, and they both get much better as his Deranged Soul level rises. But they can be costly if whiffed, since he can't guard/evasion cancel till the third swing on both. If his Deranged Soul EX Skill is available, it's his best close-range attack by far, and the only time he could be confused for a swift fighter. You'll get that once a minute max, so be sure to use it whenever there's a decent close-range opening.

When you're getting good hits in, Garland's Bravery chains aren't as suited to purposely unfinished sequences as those of some characters. With some melee fighters, delaying or intentionally dropping combos gives allies their own combo/HP Attack openings, or even leads to "reset" opportunities for aggressors. Garland, however, wants to pound in every hit opportunity he gets in order to maximize gains from Deranged Soul. Besides, compared to other brawling characters, Garland's finished combos don't launch the victim as far away on the final hits. The flopping foes stay kind of nearby. Of course, they still slam into any vertical surfaces in the way, scoring combo chances off wall hits. But thrown into free space, they stay closer, which is suited to Garland, who wants to keep in the thick of it and isn't good at chasing targets hurled far away.

This is even true of his nukes, Thundaga and Flare—both Garland and his friends should be attentive when these are on-screen, since they'll pop up anyone they hit, and a fighter ready for this can time a follow-up attack to catch them right as they bounce off the projectile.

Stick with teammates whenever possible; try to keep up with them. This provides more chances for you to save them if they get in trouble, and also naturally leads to more opportunities for Garland, since he can't do as well freelancing around the edges of the fight as some quick assassins.

For chasing down individual enemies outside of groups, when cohesion splits up a bit and characters are fighting one-on-one fights, his dashing ● attack (Lance Drill) outstrips any other option he has, especially if you hold down the command for max sliding range.

GALLERY

APPEARANCE

Knight of the Cycle

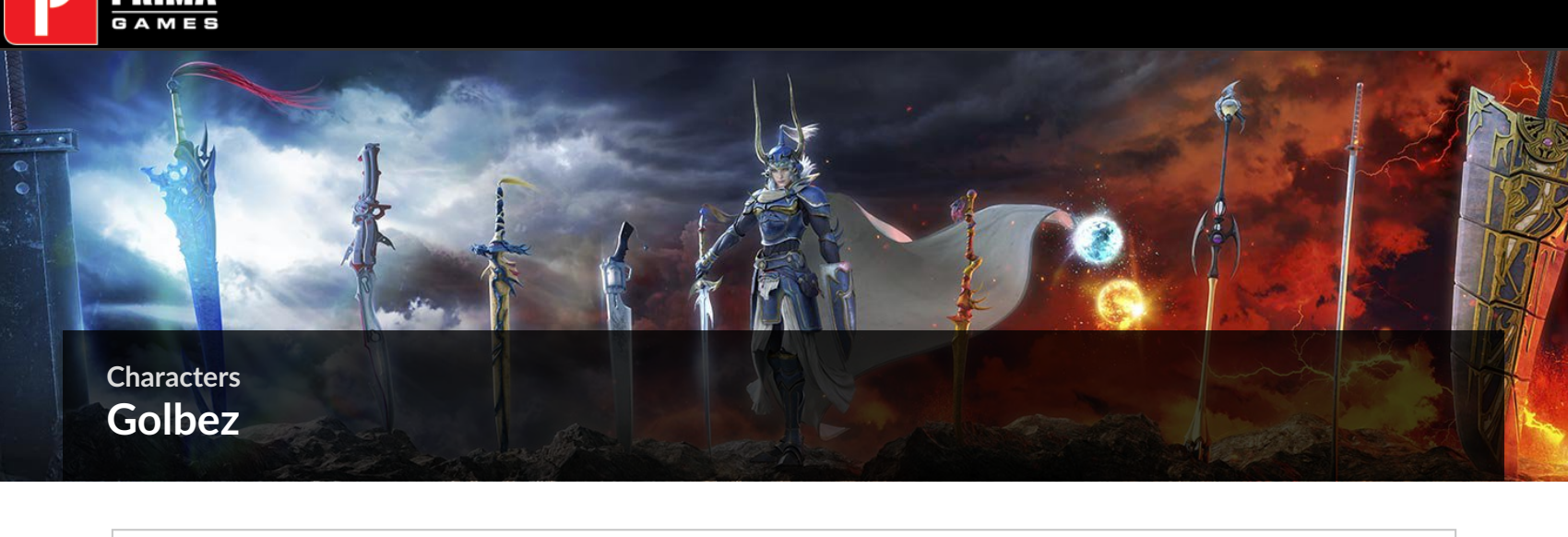
Hardened Zealot

WEAPONS

Rebellion

Chaosbringer

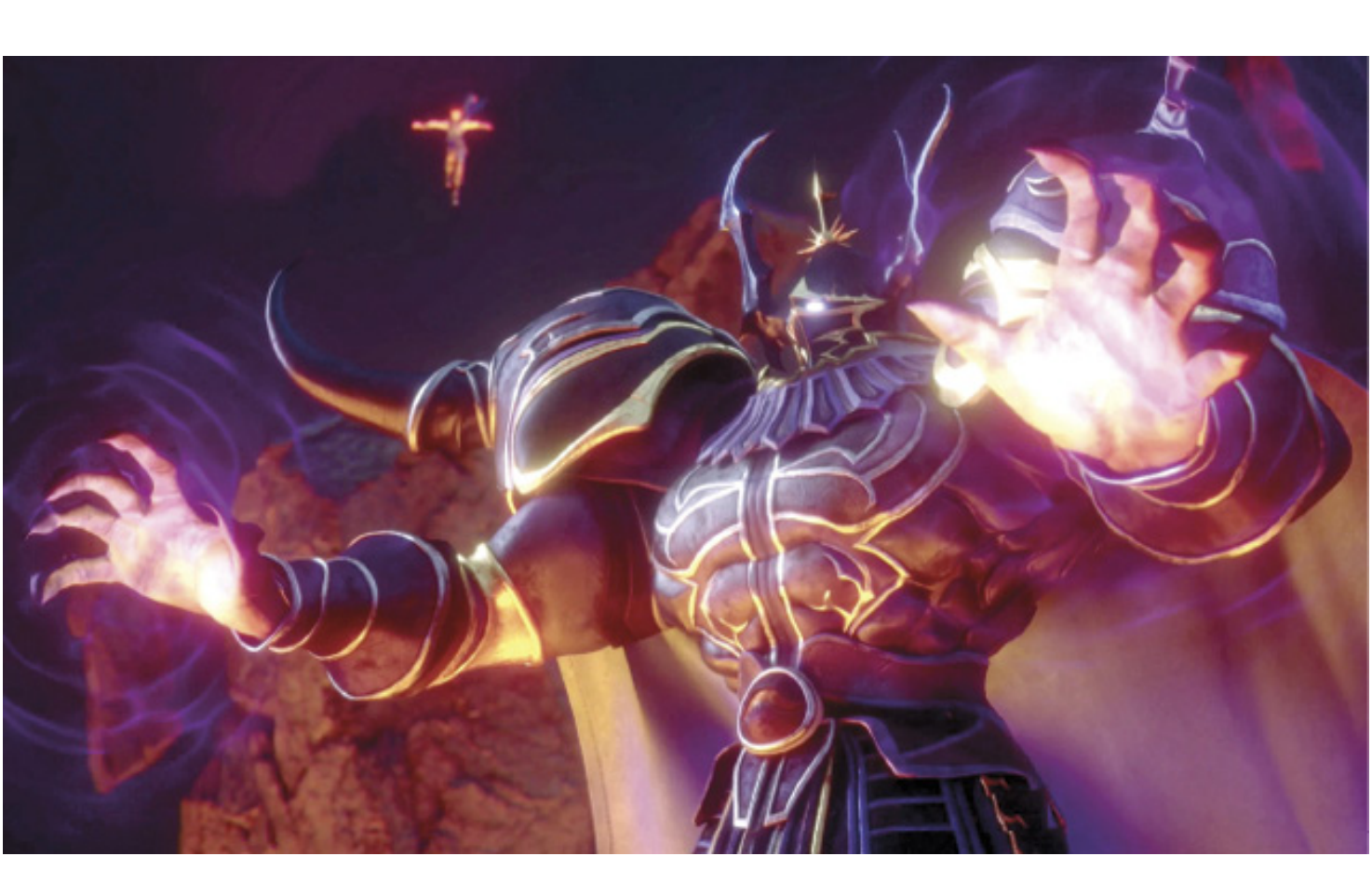
Balmung

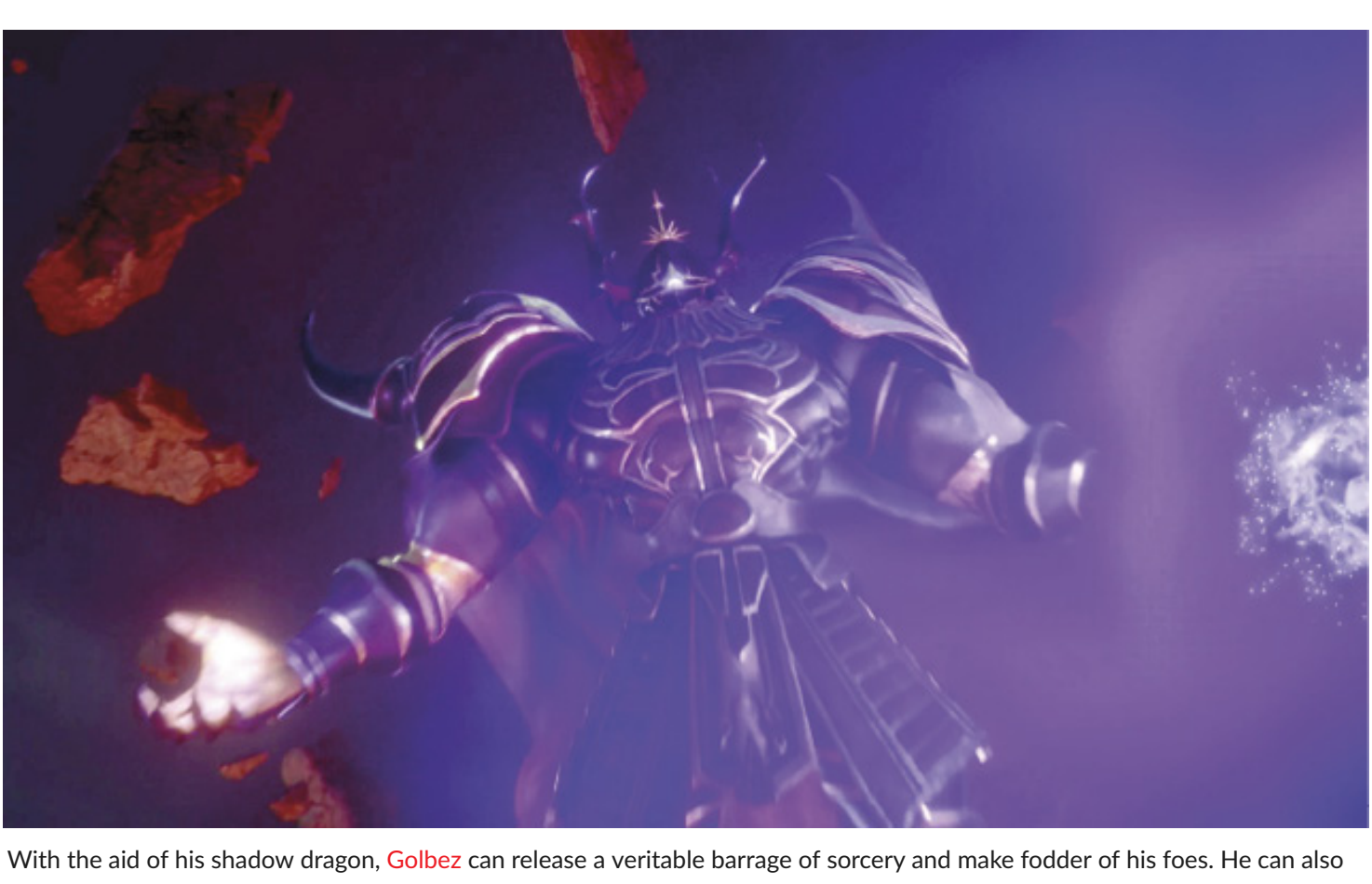


Characters

Golbez

MARKSMAN





With the aid of his shadow dragon, Golbez can release a veritable barrage of sorcery and make fodder of his foes. He can also freeze enemies in their tracks with Binding Cold, affording them no reprieve from his thaumaturgic thrashings.

Original Appearance: *Final Fantasy IV*

*In the USA, this was originally released on the Super Nintendo Entertainment System as *Final Fantasy II*.

Year: 1991

Role: When circumstances and conscience drove Cecil to defect from the depredatory Red Wings of Baron, Golbez replaced him at the helm of the world's most powerful airship force. The mysterious, armor-clad summoner shows none of Cecil's remorse, striking people down to gather crystals for the king. Throughout Cecil's journey from the dark to the light, Golbez was his most persistent adversary. But as with Cecil, Golbez is not an irredeemable villain, with secrets buried deep inside, kept even from himself.

Other Noteworthy Appearances: *Final Fantasy IV: The After Years* (2009), *DISSIDIA FINAL FANTASY* (2009), *DISSIDIA 012 FINAL FANTASY* (2011)

ARSENAL

BRAVERY ATTACKS

NAME	STATE	COMMAND	BRAVERY DAMAGE (WITH/WITHOUT SHADOW DRAGON)	RANGE (WITH/WITHOUT SHADOW DRAGON)	CAPSULE DESCRIPTION
Arctic Assault	Grounded	●	440 / 376	4 / 3	Hurl ice boulder at foe. Mild homing properties.
Gale Sphere	Grounded	↑ + ●	448 / 384	4 / 3	Throw green cloud at foe. Mild homing properties.
Lingering Spark	Grounded	↓ + ●	76x5 / 64x5	4 / 3	Generate dark orb that fires five homing dark energy darts at foe. Mild homing properties.
Heat Blast	Airborne	●	432 / 376	4 / 3	Hurl fast fireball at foe. No homing.
Aqueous Orb	Airborne	↑ + ●	448 / 384	4 / 3	Toss extremely slow water sphere at enemy. Extreme homing properties.
Terrastorm	Airborne	↓ + ●	76x5 / 64x5	4.5 / 3.5	Conjure and launch five stone boulders at the target. Mild homing properties.
Abyssal Quasar	Dashing (Grounded & Airborne)	●	432 / 368	3 / 2	Gather dark energy in a ring around the target, which explodes with dark splash damage.

HP ATTACKS

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Nightglow	Anytime	▣	–	2.5	Generate a wave of dark energy to assail a distant enemy.
Genesis Rock	Anytime	▣	–	2~3 / 2	Send a large stone hurtling toward your foe at a distance. With Shadow Dragon active, chargeable for extra range.
Meteor / Twin Meteor	Anytime	▣	–	2	Send a large meteor or two to crush distant foes.
Black Fang	Anytime	▣	–	∞	Cause a massive fang to burst from the earth at your foe's feet after a long charge time.

EX SKILLS

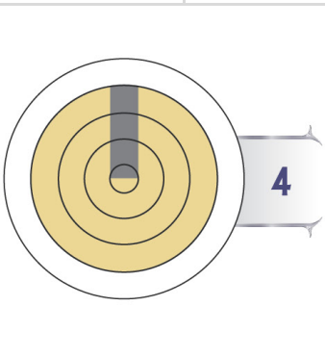
NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Shadow Dragon	Anytime	△	–	–	Resummon Shadow Dragon, 60 second cooldown.
Biting Cold	Anytime	△	96	3	Requires Shadow Dragon, 75 second cooldown. Icy, explosive splash damage around the target, which freezes victims for four seconds.

BRAVERY ATTACK BREAKDOWN

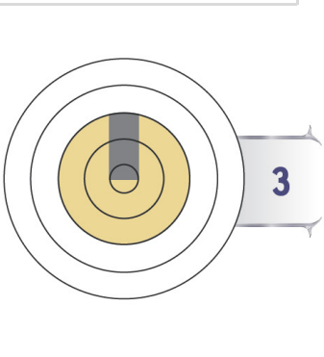
ARCTIC ASSAULT

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ●	440 / 376	Damage and range decrease without Shadow Dragon.

With Shadow Dragon



Without Shadow Dragon



Golbez fires a homing ice chunk at his adversary. This is his most basic attack on the ground, taking a frigid shot directly at whatever's in front of him. The homing effect is mild, enough to curve toward and strike prey that isn't moving too much. Someone dashing in a wide turn or sidestepping suddenly can dodge it, though.

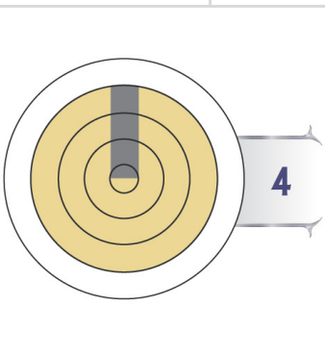
The difference between this and the Heat Blast ● variant is that airborne ● is a dumbfire attack, literally—it's a fireball, and it has no homing ability. Otherwise the attacks are similar, with similar durability against other magical projectiles and thrown objects. Aside from shooting at aggressors barreling straight for Golbez, Arctic Assault is also a strong, quick follow-up to many of the slower threats he can put onscreen. Airborne at low altitude, cast Aqueous Orb for a long-lasting homing threat, guard cancel to fall straight down, then launch Arctic Assault to bolster the water globe. And on the ground, follow up after Gale Sphere the same way by evasion canceling. Golbez can still move a bit while launching Arctic Assault, so he can push or run a little while hurling these projectile attacks.

When Golbez has a bit more breathing room, and the relative quickness of grounded ● isn't immediately needed, prioritize launching grounded or airborne ↑ + ● first, his slower-moving, better-tracking ranged attacks, or setting down a dart-producing grounded ↓ + ● orb. Aside from shooting at aggressors barreling straight for Golbez, Arctic Assault is also a strong, quick follow-up to many of the slower threats he can put onscreen. Airborne at low altitude, cast Aqueous Orb for a long-lasting homing threat, guard cancel to fall straight down, then launch Arctic Assault to bolster the water globe. And on the ground, follow up after Gale Sphere the same way by evasion canceling. Golbez can still move a bit while launching Arctic Assault, so he can push or run a little while hurling these projectile attacks.

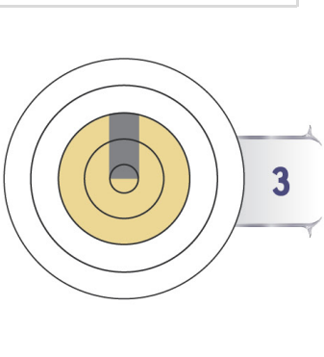
GALE SPHERE

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ↑ + ●	448 / 384	Damage and range decrease without Shadow Dragon.

With Shadow Dragon



Without Shadow Dragon

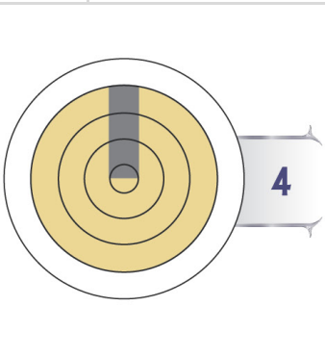


Golbez launches a noxious, tracking green cloud that chases his prey. The homing ball of damaging biological waste is like a faster, shorter-lived version of Aqueous Orb, and the moves work well together. Perform airborne ↑ + ● low to the ground, drop after releasing the water sphere by guard canceling, then perform Gale Sphere (↑ + ●) on the ground when Golbez stops guarding. Evasion cancel out of Gale Sphere to launch yet another attack more quickly, or to chase the dancing homing balls to their targets.

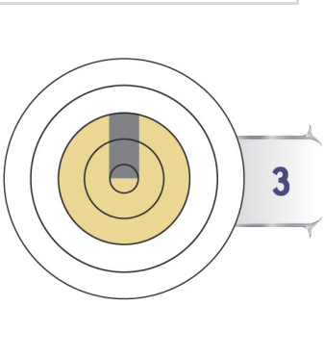
LINGERING SPARK

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ↓ + ●	76x5 / 64x5	Damage and range decrease without Shadow Dragon. Initial hit deals 32/16 damage.

With Shadow Dragon



Without Shadow Dragon



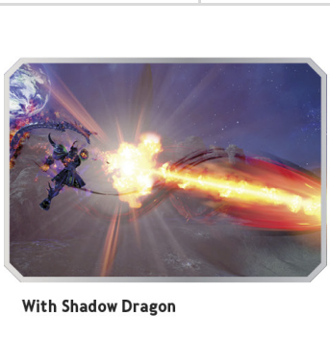
Golbez beckons the air, and a dark, sparking orb materializes before him. After a second of gathering energy, the orb launches five small, quick darts of dark energy at Golbez's chosen target, then it winks out of existence.

The darts are small projectiles with mild homing ability. They'll mutually annihilate the opposing team's small projectiles, but they'll be overpowered by bigger bolts (like Golbez's own Arctic Assault and Heat Blast). In the brief moment before it launches the darts, the dark orb is actually an impediment to enemies, and will damage them if they dash into it, so setting down an orb with Lingering Spark gives Golbez a temporary shield against overzealous aggressors. An enemy who jumps on Golbez with physical attacks after he drops Lingering Spark may also find their combo broken, as the orb shoots them in the back, saving its master.

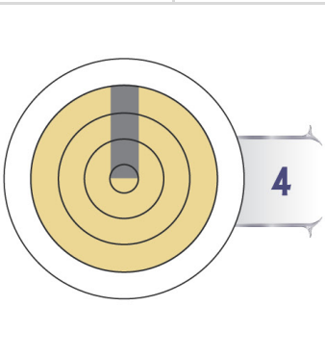
While conjuring the orb, Golbez can still move around a bit, though not at full speed. Once he drops it and recovers (or evasion/guard cancels), he can go about his business elsewhere. Lingering Spark is drop-and-forget. Because of this, there's never a bad time to conjure Lingering Spark if enemies aren't bearing down presently. Both Golbez and his allies can easily capitalize on dart hits, tacking on a Bravery or HP Attack. Other combo follow-ups are possible, like with Golbez's Biting Cold EX Skill, which can lock a victim in place just after the darts nail them, leaving them vulnerable to whatever follow-up the team can manage.

HEAT BLAST

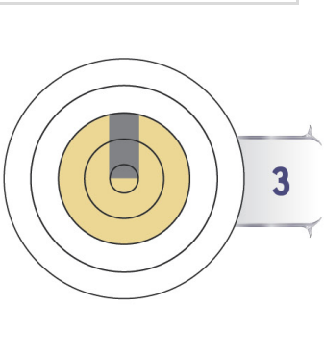
COMMAND	BRAVERY DAMAGE	NOTE
Airborne ●	432 / 376	Damage and range decrease without Shadow Dragon.



With Shadow Dragon



Without Shadow Dragon

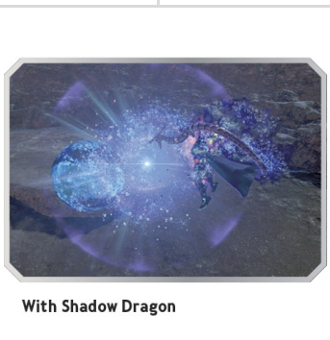


Golbez generates and hurls a fireball right at the target. If the Shadow Dragon is accompanying Golbez, the fireball's range and power are increased. The fireball doesn't have any homing capability though, so it's easily dodged (or blocked) if the opponent is paying attention.

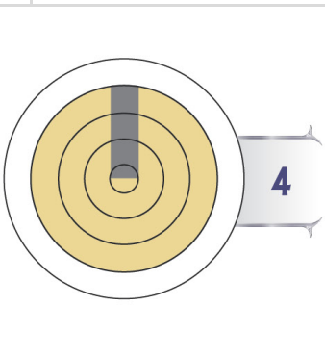
Golbez's other attacks have more homing, or place more projectiles on the field, or they last much longer. But none of Golbez's attacks strikes faster to the edge of its range (unless his Biting Cold EX Skill is ready!). To take quick shots at any inattentive enemy, or to shoot an enemy, lock-on dashing right for Golbez out of the sky, or to opportunistically tack an extra hit onto an ally's flurry, Heat Blast ● can't be beat.

AQUEOUS ORB

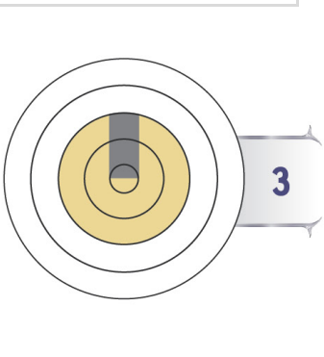
COMMAND	BRAVERY DAMAGE	NOTE
Airborne ↑ + ●	448 / 384	Sphere active seven seconds with Shadow Dragon, five seconds without; Damage and range decrease without Shadow Dragon.



With Shadow Dragon



Without Shadow Dragon



With a backhand toss, Golbez launches a homing water sphere at the enemy. The water sphere homes in on the target while traveling unusually slowly. On contact with an enemy, the sphere explodes in a wide splash, potentially damaging other foes too. Only one water sphere can be active at a time; if you try to throw another before the previous one evaporates or explodes, the first one will vanish.

A slow projectile is always a good thing to have. The enemy has to worry about it longer on the battlefield, and it may even last long enough to save Golbez as a kind of combo breaker if it's targeted against aggressive vanguards and assassins. Keep water spheres in play whenever possible. With the Shadow Dragon, the sphere will travel for seven seconds; without the dragon, five seconds. During this time, Golbez can use the cover of the water sphere to reposition on the battlefield, and to put other projectile attacks into play too. In particular, Terrastorm, Gale Sphere, and Abyssal Quasar coordinate well with Aqueous Orb to give the opponents a lot of things to think about at once.

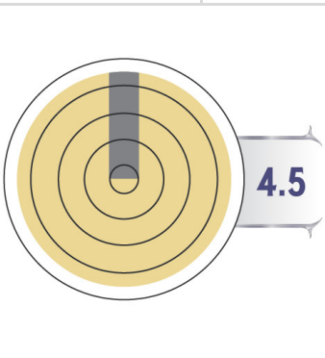
To return to the ground quickly to follow up a water sphere with ground attacks, hold L1 while casting the sphere, which guard cancels the recovery and plunges Golbez back to earth.

To put a water sphere into play without committing to an actual jump, tap and release R1 (with the left stick centered/neutral), then immediately perform ↑ + ⊗. It might not look like it, but grounded characters go airborne during neutral R1 dashes.

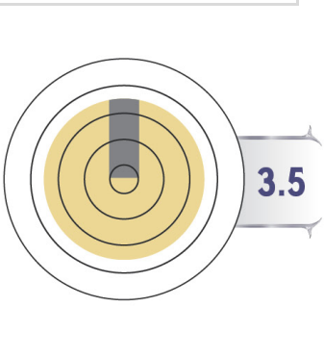
TERRASTORM

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ↓ + ●	76x5 / 64x5	Damage and range decrease without Shadow Dragon.

With Shadow Dragon



Without Shadow Dragon



Sweeping his arm before him, Golbez conjures a fan of five stones in front of him. For a moment, they form a flat, 90-degree arc in front of him, like a projectile shield, then they zoom off in homing in on the target. The small boulders will be eaten up by larger projectile attacks, like anything the size of Arctic Assault and Heat Blast or bigger. But they'll cancel out smaller bullet and knife type threats (like the shots from Golbez's grounded Lingering Spark, or Onion Knight's knives).

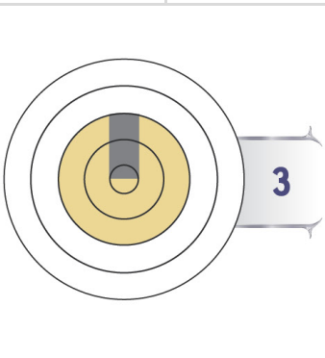
Surprisingly, these rocks have the longest range of any of his attacks, and they're relatively quick and low-commitment to fire off repeatedly. In the air, this is Golbez's main workhorse (with apologies to the Shadow Dragon). With Aqueous Orb in play and drifting slowly toward the target, Golbez has time to throw Terrastorm two or three times, peppering the opposition with small stones while the water sphere serves as a higher-durability projectile in the mix.

Hold ↑ + L1 while firing Terrastorm to have Golbez evade-cancel forward after releasing the rocks, which allows for a faster follow-up attack behind them.

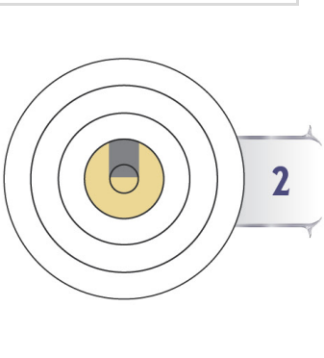
ABYSSAL QUASAR

COMMAND	BRAVERY DAMAGE	NOTE
Dashing ●	432 / 368	Damage and range decrease without Shadow Dragon.

With Shadow Dragon



Without Shadow Dragon



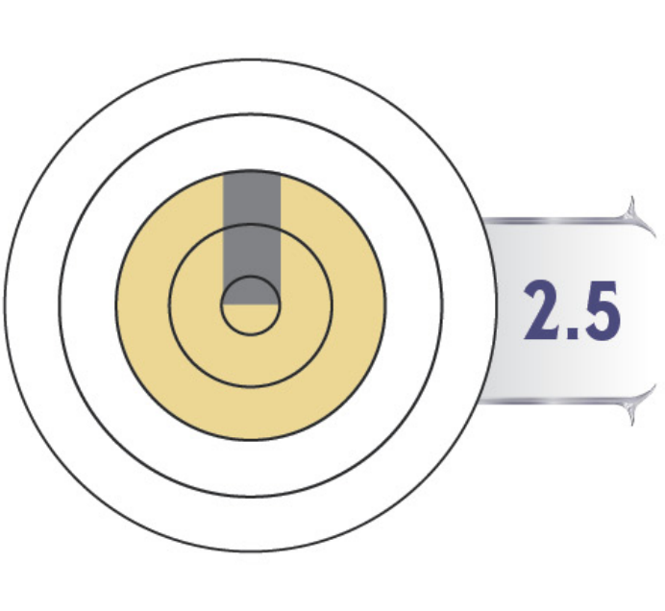
Using a Bravery Attack while dashing, whether grounded or airborne, makes Golbez begin the short windup for a dark void attack, centering swirling forces around the target. After a second and a half, this energy explodes in a sphere of pain, tossing aside any foes caught within. Abyssal Quasar is a bit like Biting Cold without the freeze effect. It has slightly more raw range (when the dragon is active), but the area-of-effect splash is much smaller and doesn't expand. Like Biting Cold and Twin Meteor, Abyssal Quasar has no problem hitting enemies behind cover.

Initiate Abyssal Quasar on a foe who's also dashing and they'll vacate the darkening space before it explodes. But Abyssal Quasar ● will make short work of enemies who are changing direction, or who just got hit by something else and bounced up, or who just plain don't notice the gathering dark force.

HP ATTACK BREAKDOWN

NIGHTGLOW

COMMAND	BRAVERY DAMAGE	NOTE
▣	–	With Shadow Dragon, includes explosive splash around Golbez upon launch.



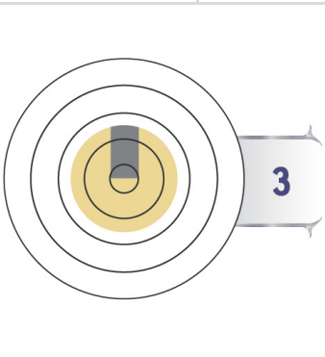
After a second of windup, Golbez unleashes a wave of tall pillars of dark energy. The pillars flare up one after another in a destructive path toward the target. With the Shadow Dragon, a splash of explosive energy also erupts around Golbez himself alongside the first pillar in the chain. Eight pillars in all spring forth from Golbez, with the final pillar striking halfway between the range of charged and uncharged Genesis Rock.

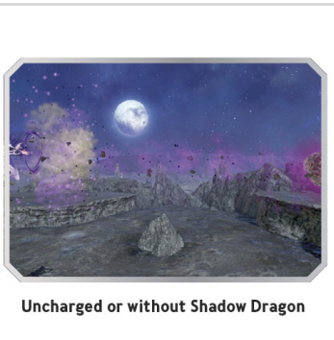
Nightglow takes the same time to throw as uncharged Genesis Rock, while striking farther. Charged Genesis Rock reaches more distant targets, but takes almost twice the time to release. Nightglow's tall pillars also ensure that it hits foes jumping or dashing vertically out of reach of other attacks, and the tall pillars are capable of clearing out more projectiles along the way. If one of the pillars is struck in the process by an opponent's equally sturdy projectile attack, it'll stop Nightglow short. But the big pillars easily cut through smaller projectiles.

GENESIS ROCK

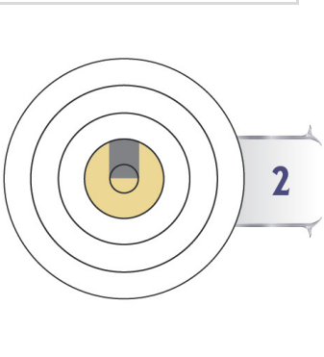
COMMAND	BRAVERY DAMAGE	NOTE
▣	–	Charging increases range with Shadow Dragon.

Charged with Shadow Dragon





Uncharged or without Shadow Dragon



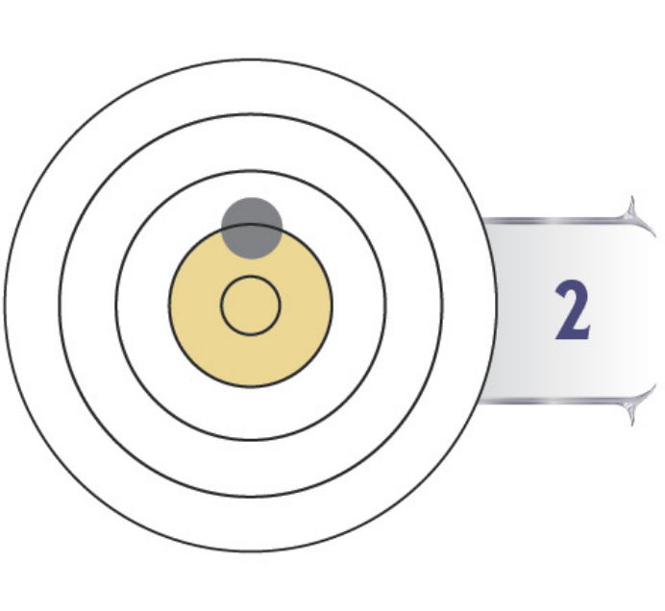
Golbez gathers strength for a second, then launches a hefty boulder straight at the target. It travels quickly, with a mild homing effect. It's not enough to catch dashing foes, but it can clip enemies who happen to move a bit but who perhaps aren't aware a boulder is headed right for them.

For a projectile, the range on Genesis Rock is not terrific. The main benefit of the attack is that it can plow through incoming Bravery Attacks and marksman shots/spells to interrupt the incoming aggressor. When the Shadow Dragon is active, Genesis Rock can be charged by holding down ▣, giving it longer range. This almost doubles the start-up time, though, and the charged range is still just middling.

Although Genesis Rock's range isn't amazing, its start-up and speed are pretty good for an HP Attack, making it easy to opportunistically launch Genesis Rock at close- to mid-range foes when they're already eating something else, like an ally's Bravery Attack, or projectiles that you've chased in after them.

TWIN METEOR

COMMAND	BRAVERY DAMAGE	NOTE
▣	–	Without Shadow Dragon, only drops one meteor.

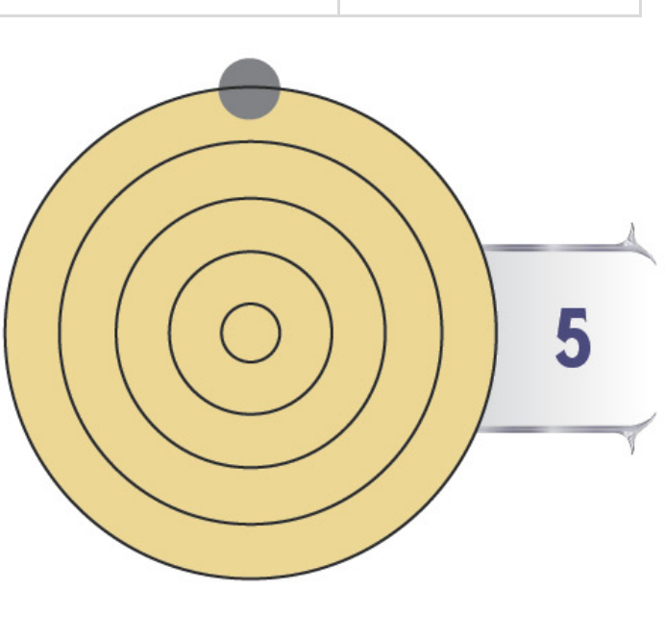


Beckoning the heavens, Golbez calls down a meteor rain right above the target's head. With the Shadow Dragon boosting his strength, Golbez pulls down two HP-crushing meteors, the first tinted red, the second purple. If the target is moving quickly, the red meteor will miss, but the purple meteor tries to track them. If the target merely sidesteps the red meteor once, the follow-up still hits!

Without the dragon, Golbez simply calls forth a single red meteor. Dragon or no dragon, the max rock-dropping range is the same as an uncharged Genesis Rock's reach. Twin Meteor doesn't interrupt minor projectiles afield between Golbez and the target. But as a unique advantage, meteors can be dropped on foes who are behind walls or obstacles that would otherwise block Genesis Rock and Nightglow.

BLACK FANG

COMMAND	BRAVERY DAMAGE	NOTE
▣	–	–



With orbs of dark power circling him, Golbez builds toward a scary spell with infinite range. Black Fang requires 3.5 uninterrupted seconds for Golbez to cast it, but the payoff is unparalleled in his arsenal: a gigantic black tooth erupts from the ground underneath the target, no matter how far away they are.

The pros and cons are immediately apparent. Three and a half seconds to cast is a long time, long enough for most other characters to squeeze in several actions, or to travel huge distances with dashing. A dashing target will also speed out of the way of Black Fang as it rises from underneath. Still, infinite range is hard to argue with. No other attack lets Golbez harass the full arena. This also gives Golbez an extremely easy way to strike summoning cores from anywhere, while everyone else scrambles to do it from much closer in.

Like most of what Golbez does, Black Fang cast attempts are great just after the launch of an Aqueous Orb. This is the only Golbez projectile that outlasts a full Black Fang cast, so it provides at least some cover.

EX SKILL BREAKDOWN

SHADOW DRAGON

COMMAND	BRAVERY DAMAGE	NOTE
△	–	Missing Shadow Dragon. 60-second cooldown.

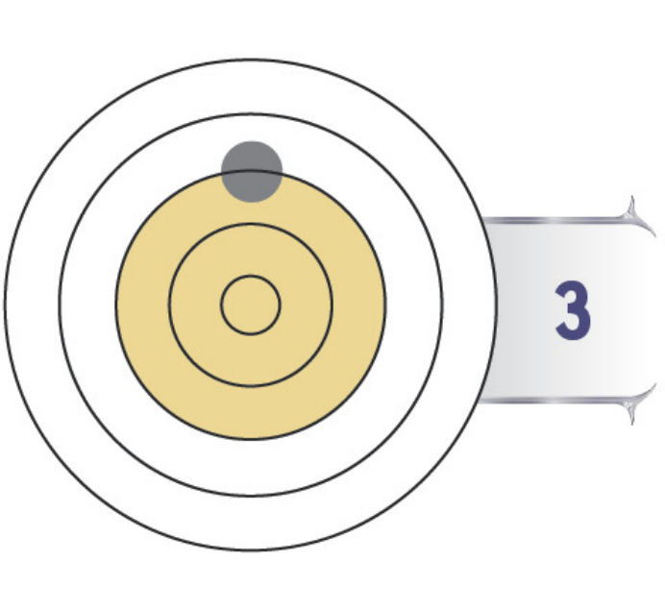
Using the dark Lunarian power churning through him, Golbez summons a Shadow Dragon to amplify his magic attacks. With the Shadow Dragon by his side, Golbez's projectiles fly farther and hit harder. The Shadow Dragon also enables the use of his other EX Skill, Biting Cold.

Golbez begins every encounter with the Shadow Dragon active, but he loses it if he takes 1000 damage or more from an HP Attack. If he survives an HP Attack for 999 damage or less, Golbez keeps his pet. Losing the dragon starts a 60-second timer before it can be resummoned.

When the dragon is missing, Golbez's EX Skill resummons it, and the timer for Biting Cold starts. Golbez also regains the Shadow Dragon when he resurrects after being incapacitated, though the price of dropping a point for the team is steep indeed.

BITING COLD

COMMAND	BRAVERY DAMAGE	NOTE
△	96	Requires Shadow Dragon. 75-second cooldown.



Golbez and the dragon conjure magic together, drawing a thin white ring in the air around the target while icy energy gathers in the middle. After 1.5 seconds, a freezing wave expands from the ring, dissipating a half-second later. In effect, this works like an ice grenade, freezing foes caught in the frost explosion. Targets frozen by Biting Cold are stuck for four seconds, unable to move and totally vulnerable to attack.

Since Biting Cold strikes really quickly compared to most of Golbez's other attacks, hitting as an area of effect with very good range only 1.5 seconds after the button press, it can be used as a confirmable follow-up after some of Golbez's slowest-hitting attacks, especially Aqueous Orb, Lingering Spark, Terrastorm, and Abyssal Quasar. It can also be tacked on after an ally's offensive barrage, perhaps enabling them to bridge their own attacks where they otherwise couldn't.

Whichever way it's applied, don't let Biting Cold go unused. Holding on to it too long risks wasting it entirely, since losing the Shadow Dragon means starting a 130-second climb back to Biting Cold being ready!

BATTLE PLAN

Golbez is a burly marksman who can put lots of slow and delayed physical attack spells into play. Calling forth the powers of the four elemental archfiends, he can hurl ice chunks, fireballs, stones, water spheres, and dark energy at the other team. His spells can serve as crowd control, as frontline fire support, and as a general agent of chaos.

The ability to put lots of long-lasting stuff on the field at once means that Golbez should be prepared to shift targets a lot. Potentially, Golbez can launch Aqueous Orb at one foe, whirl to the next target, hurl a boulder storm with Terrastorm, guard cancel quickly to the ground while switching targets yet again, ending with Lingering Spark to give some time to gauge how the situation is developing before the next salvo.

Up close, Golbez is not quick or well equipped, so put the full team to good use and huddle up with melee-oriented fighters for strength in numbers. Keep them wary of a constant projectile creep with Aqueous Orb and Gale Sphere, and quickly tack onto an ally's block pressure or combos with Arctic Assault/Heat Blast. A couple of friends teaming up to make a defender block several times back-to-back is just as good as scoring a clean hit, since they can't block forever.

In crowded scrums, Golbez doesn't have high-poise attacks he can rely on to plow through stuff quickly. Aqueous Orb, Abyssal Quasar, and Biting Cold (△) are all noteworthy for their splash damage, with explosions that hurt anyone within an area of effect. This can help keep hostile pairs from ganging up on teammates, and give Golbez breathing room when enemies storm past vanguards to get at the armored marksman.

Fellow assassins and vanguards are more likely to be directly engaged with the enemy's brawlers, so be watchful for summoning cores to appear, and go after them aggressively. When equipped with Black Fang, Golbez can strike at any summoning core in the arena! When the opposing team makes a coordinated beeline for a core, Golbez doesn't have to bother chasing them down. He can get right to smacking the core while they're dashing to get into typical attack range.

GALLERY

APPEARANCE

Bad Blood

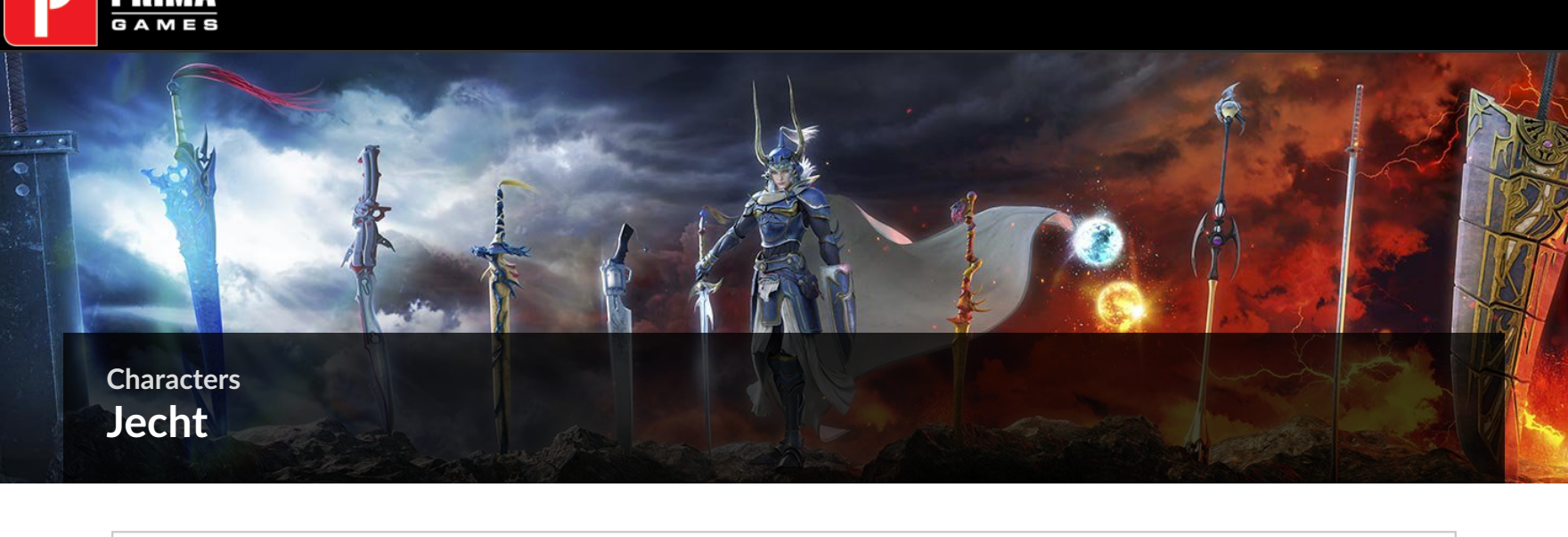
Golbez Reimagined

WEAPONS

Eventide Scales

Snowfall Scales

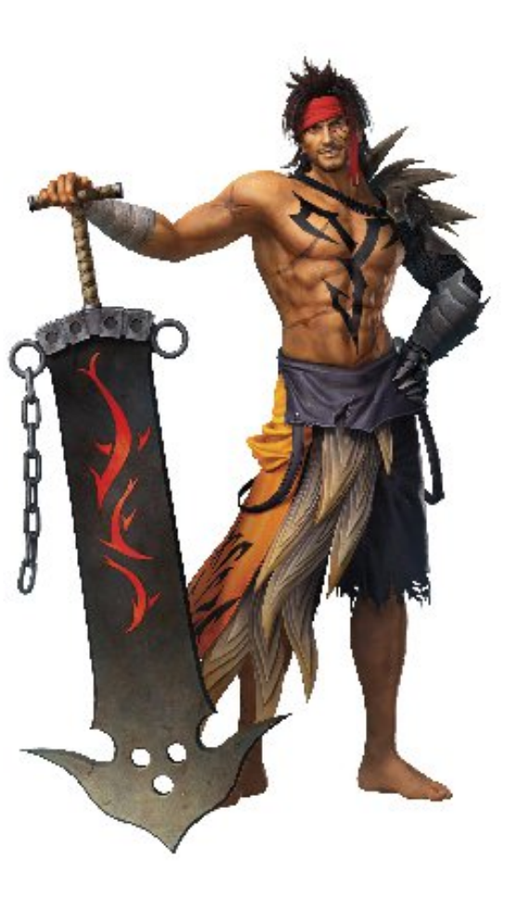
Gilded Scales

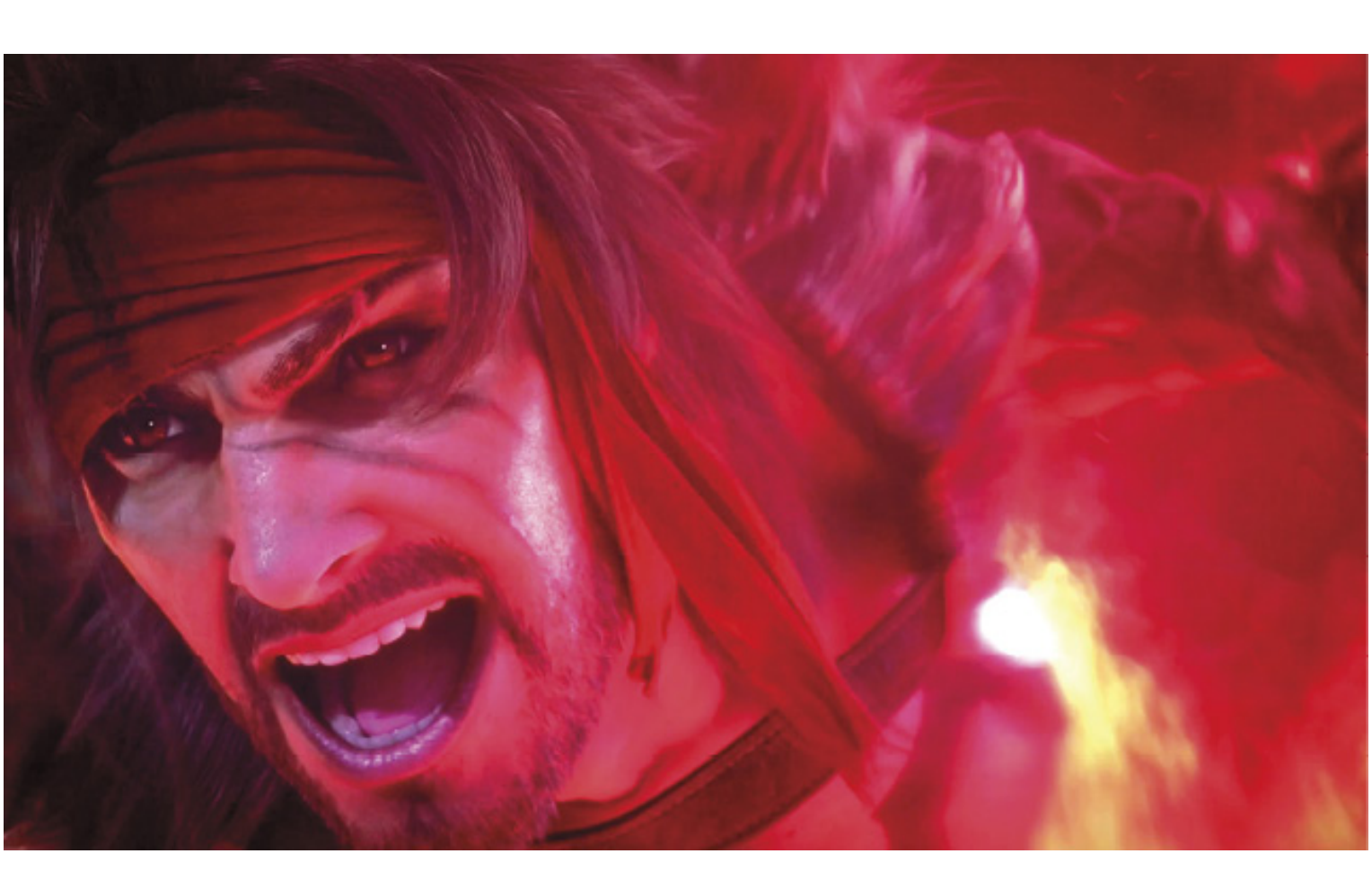


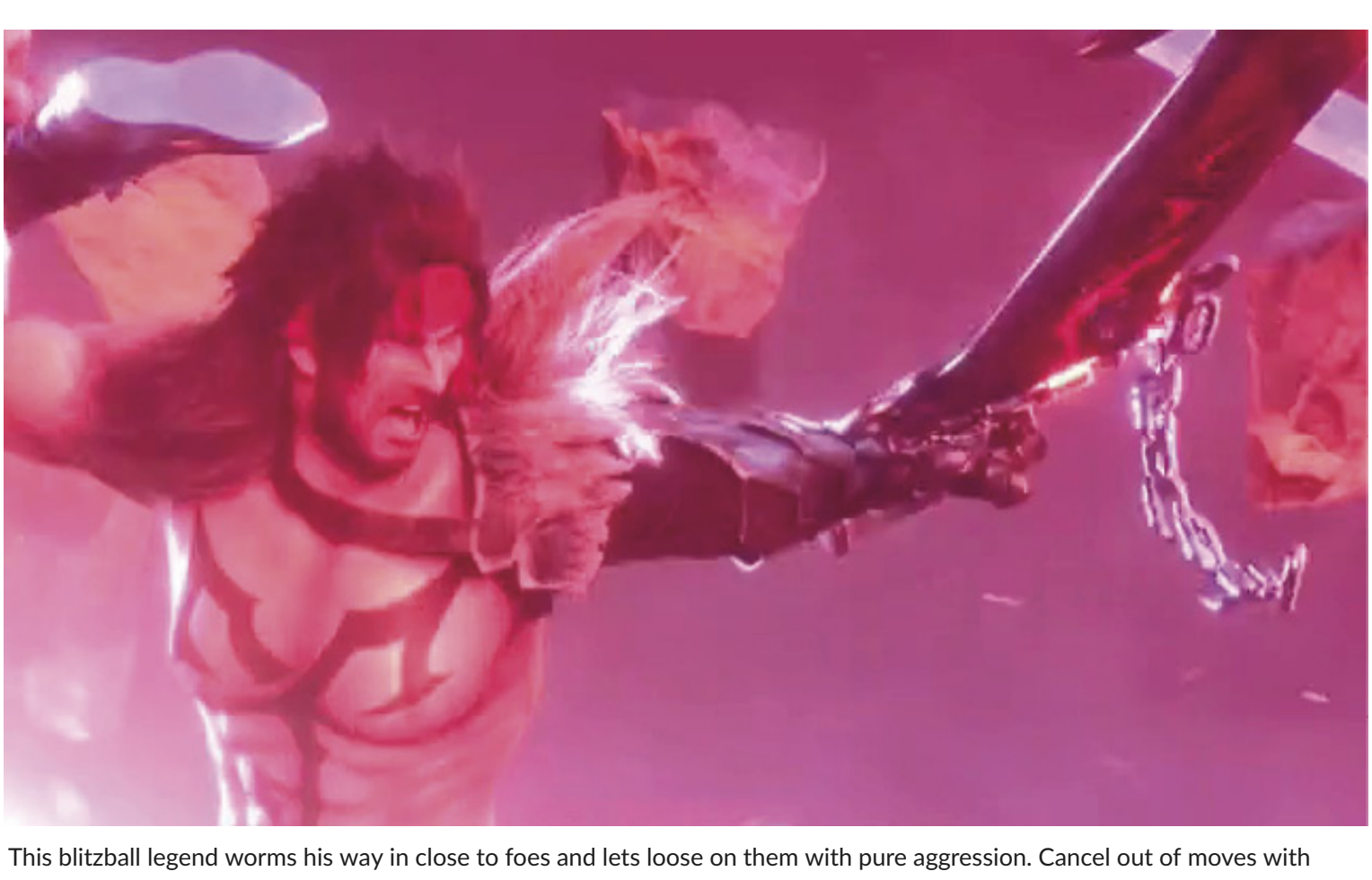
Characters

Jecht

ASSASSIN







This blitzball legend worms his way in close to foes and lets loose on them with pure aggression. Cancel out of moves with Fake Out to throw off opponents' timing and leave them at the mercy of his onslaught.

Original Appearance: *FINAL FANTASY X*

Year: 2001

Role: Jecht is Tidus's father and a renowned blitzball player for the Zanarkand Abes. The mystery behind his disappearance becomes a relevant point of Tidus and Yuna's journey to defeat Sin, a being thought to be a manifestation of humanity's punishment for their reliance on machina.

Other Noteworthy Appearances: *DISSIDIA FINAL FANTASY* (2009), *DISSIDIA 012 FINAL FANTASY* (2011), *Theatrhythm FINAL FANTASY Curtain Call* (2014)

ARSENAL

BRAVERY ATTACKS

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE (FIRST HIT / LAST HIT)	CAPSULE DESCRIPTION
Feral Charge	Grounded	● > ● > ●	128, 160, 208 (496)	0.5 / 1.5	Deliver a three-hit combination attack consisting of an uppercut, a step-kick, and an overhead great sword slash.
Rising Fist	Grounded	↑ + ● > ●	64x3, 80, 192 (464)	0.0	Launch a nearby foe with a rising uppercut, followed by a powerful slam with the great sword.
Quick Block	Grounded & Airborne	↓ + ●	–	–	Parry incoming Bravery Attacks, stunning countered enemies.
Eagle Talons	Airborne	●	128, 160, 208 (496)	0.5 / 1.5	While airborne, lunge at your target with a left hook and follow up with a devastating headbutt into a slash with the great sword.
Foot Sweep	Airborne	↑ + ●	48x3, 80, 192 (416)	1.0	Perform a foot dive from the air onto a foe beneath you, then launch the enemy into the air with a great sword swing.
Wound Up	Dashing (Grounded & Airborne)	●	48x4, 96, 192 (480)	1.0	Drill into your foe with the great sword, then perform a powerful roundhouse kick to send the enemy flying.

HP ATTACKS

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Hot Steel	Anytime	■	48x4 (192)	1.0	Encase your great sword in flames, then slash your foe multiple times from close range.
Triumphant Grasp	Anytime	■	48, 48 (96)	1.5	While airborne, dive toward your enemy from mid-range and create a wave of energy upon touching the ground.
Meteor Shot	Anytime	■	–	1.5	Throw a meteor at your foe from mid-range.
Jecht Beam	Anytime	■	160	0.5	Shoot laser beams from your eyes at a nearby opponent, causing an explosion.

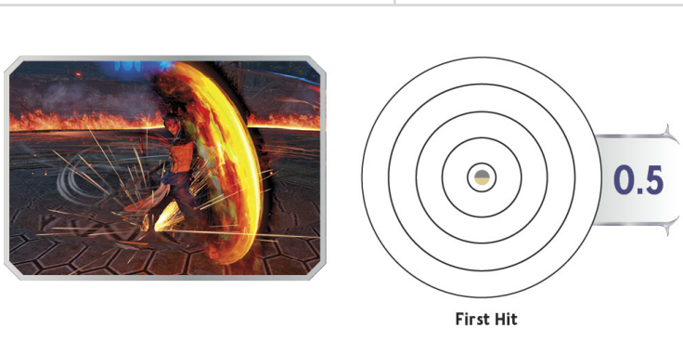
EX SKILL

NAME	STATE	COMMAND	RECAST TIME	RANGE	CAPSULE DESCRIPTION
Fake Out	Anytime	△	35	–	Immediately cancel any action into a special recovery.

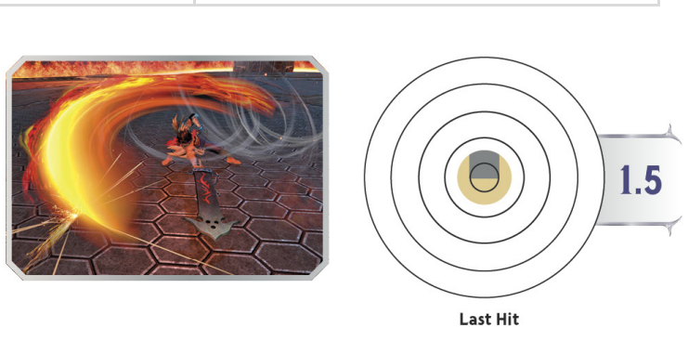
BRAVERY ATTACK BREAKDOWN

FERAL CHARGE

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ● > ● > ●	128, 160, 208 (496)	Can force combo.



First Hit



Last Hit

Jecht goes in for an uppercut, and whether he makes a mark or not, he follows up with a ruthless step-kick and finishes with a wild swing of his sword.

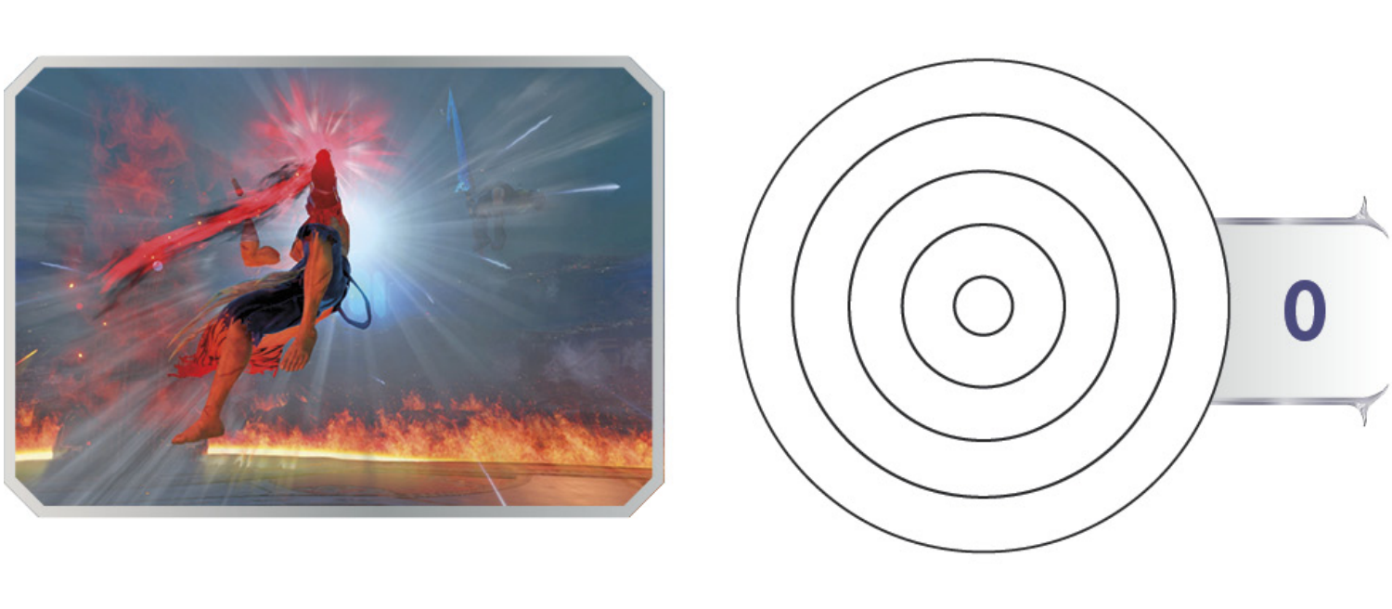
Feral Charge is a close-range three-hit combo that can be fully executed on whiff. The first fist strike is limited in its range, but you can continue into the step-kick and sword slash to extend your reach. And like most melee attacks, all three strikes can be effectively evasion canceled to keep you safe from potential retaliation.

Much of your combat strategy revolves around Feral Charge, especially since it's one of the few moves that can be used during Fake Out, making it an excellent follow-up to offensive pressure sequences and custom combos.

Additionally, as a three-part combo, Feral Charge is superb for setting up team combos. If your allies are close by, you can go for a two-hitter, and instead of finishing the combo, let your teammates decimate the stunned foe. With proper team coordination, this Bravery combo alone makes Jecht an excellent partner to have nearby.

RISING FIST

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ↑ + ●	64x3, 80, 192 (464)	–



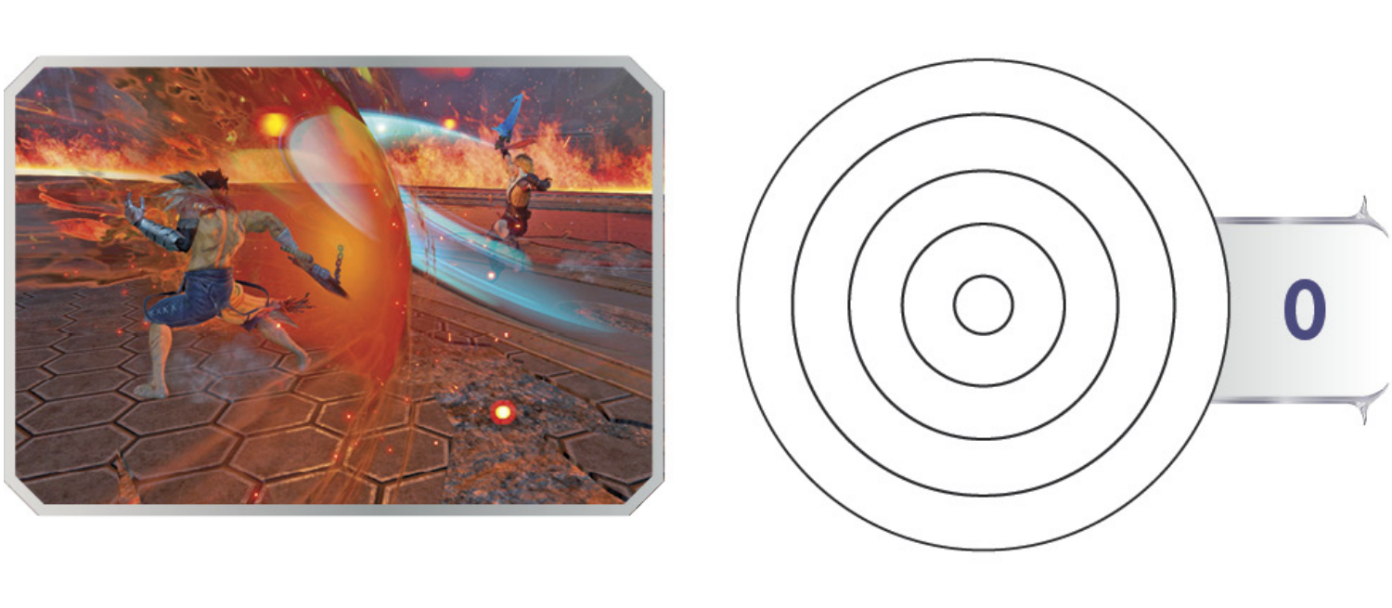
Jecht launches the opponent into the air with a rising spinning uppercut, then dunks them into the ground with a powerful sword slam.

Rising Fist is a unique attack in that it has essentially no horizontal reach. However, it's an attack with a built-in high jump, giving you extra vertical mobility, especially if it's evasion and dash canceled.

It can be used as an anti-air for enemies above you (around jump height) and can be considered an alternative to using your normal jump. However, since it's a grounded attack with limited range, it can be an awkward attack to implement in certain scenarios, as Feral Charge and Eagle Talons will likely be preferable thanks to their reach and versatility.

QUICK BLOCK

COMMAND	BRAVERY DAMAGE	NOTE
Grounded & Airborne ↓ + ●	–	Reduces Fake Out recast time by one second on successful parry. Stuns enemy on successful melee-attack counter.



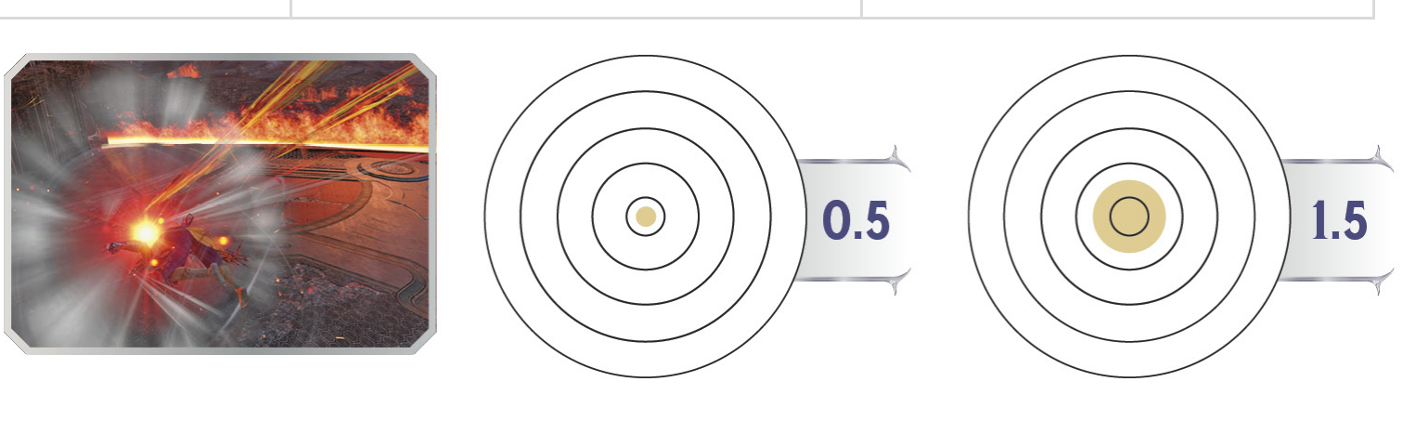
Jecht briefly projects a red shield before him, nullifying Bravery projectiles and countering melee Bravery Attacks. Successfully parrying a melee attack causes the attacker to stagger, leaving them vulnerable to retaliation.

Using Quick Block effectively takes timing and dedicated practice, but it's well worth the effort. If you can predict or react to a Bravery Attack, you're rewarded with a boost to Jecht's unique EX Skill gauge (successful counters reduce Fake Out recast time by one second). So while you aren't rewarded with a stagger and a free combo for blocking projectiles with Quick Block, you indirectly punish your opponent for giving you a recast reduction to Fake Out and making you a more effective combatant.

Blocking melee attacks is much more difficult, and it can take some prediction. The more you play and actively practice parrying attacks, the more sense you'll gain of how and when enemies attack you. Additionally, Quick Block can be evasion canceled early into its animation, making it relatively safe to throw out.

EAGLE TALONS

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ●	128, 160, 208 (496)	Can force combo.

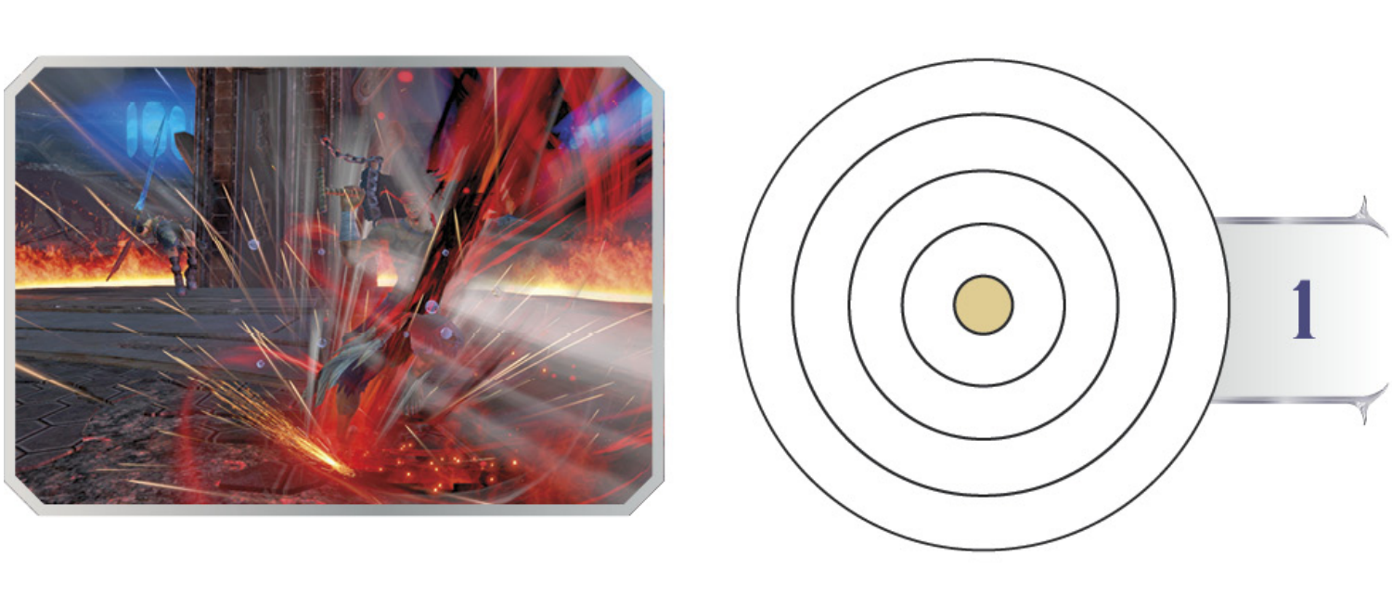


Jecht lunges at the foe with a left hook and a headbutt, then finishes the sequence with a heavy sword slash.

Eagle Talons is identical to Feral Charge, making it a staple in your arsenal. It should be your go-to for most close-range situations (i.e., when you and your target are both on the same horizontal plane).

FOOT SWEEP

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ↑ + ●	48x3, 80, 192 (416)	–

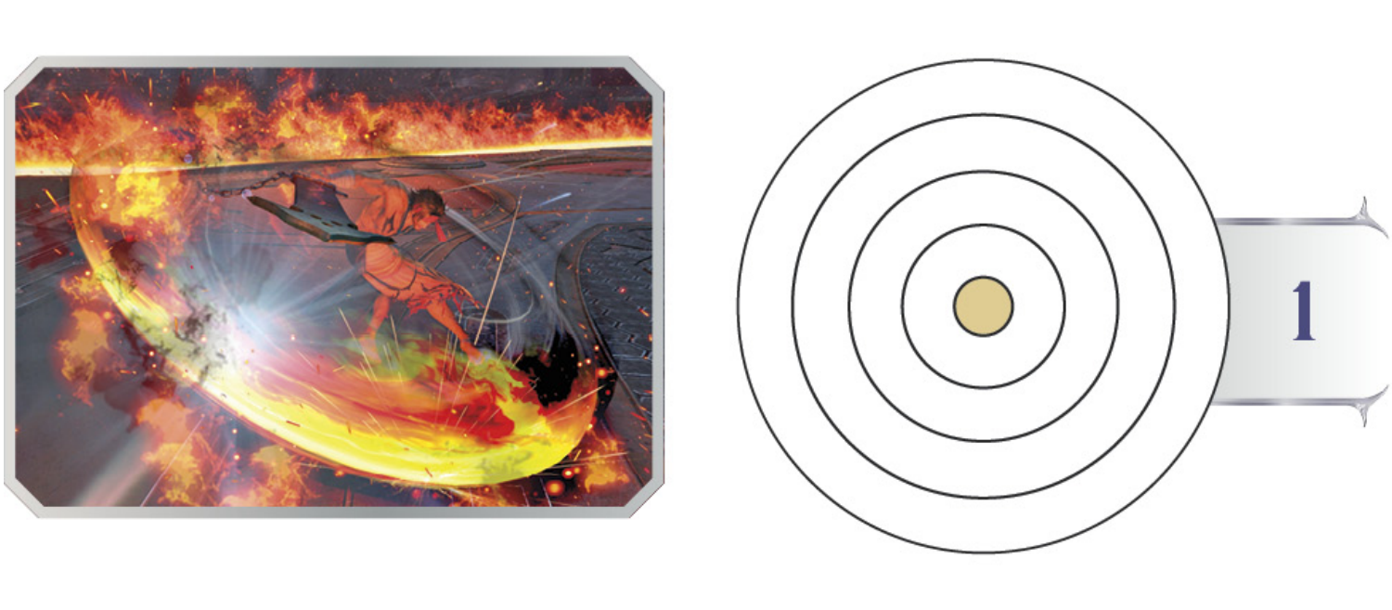


From the air, Jecht drills downward at an enemy with a diving kick, then delivers a devastating blow, launching his victim airborne.

Foot Sweep is one of two main gap-closing Bravery Attacks in Jecht's arsenal. It has a downward trajectory, making it apt for swooping down on enemies beneath you. It shines against enemy characters who prefer fighting from a grounded position. However, it's not a true dive-bomb attack like Cloud's Braver and doesn't fully descend to ground level (its ground-drop distance is roughly from double-jump height).

WOUND UP

COMMAND	BRAVERY DAMAGE	NOTE
Dashing (Grounded & Airborne) ●	48x4, 96, 192 (480)	–



While dashing, Jecht bombards the opponent with a corkscrew attack, boring into them with his sword and then knocking them into the air with a mighty kick.

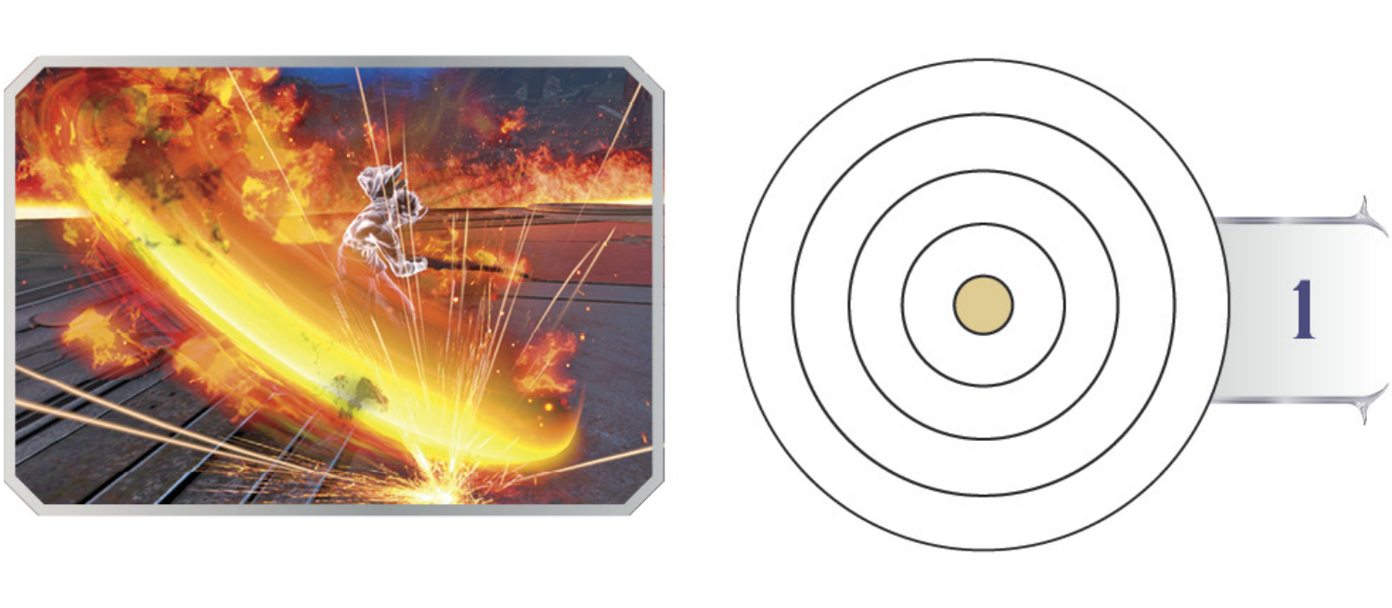
Wound Up is a gap closer that covers more distance than his Eagle Talons and is primarily used to catch fleeing enemies. Unlike Foot Sweep, its trajectory is largely parallel to the ground. Since it's a dashing attack, you can naturally transition from a neutral dash into this mid-range drill while chasing an enemy in the air (or for a horizontal ground-to-ground assault).

As with Feral Charge, engaging foes with Wound Up works superbly when you have Fake Out available, since you can cancel out of its recovery to safety or to keep up your offensive pressure.

HP ATTACK BREAKDOWN

HOT STEEL

COMMAND	BRAVERY DAMAGE	NOTE
■	48x4 (192)	–



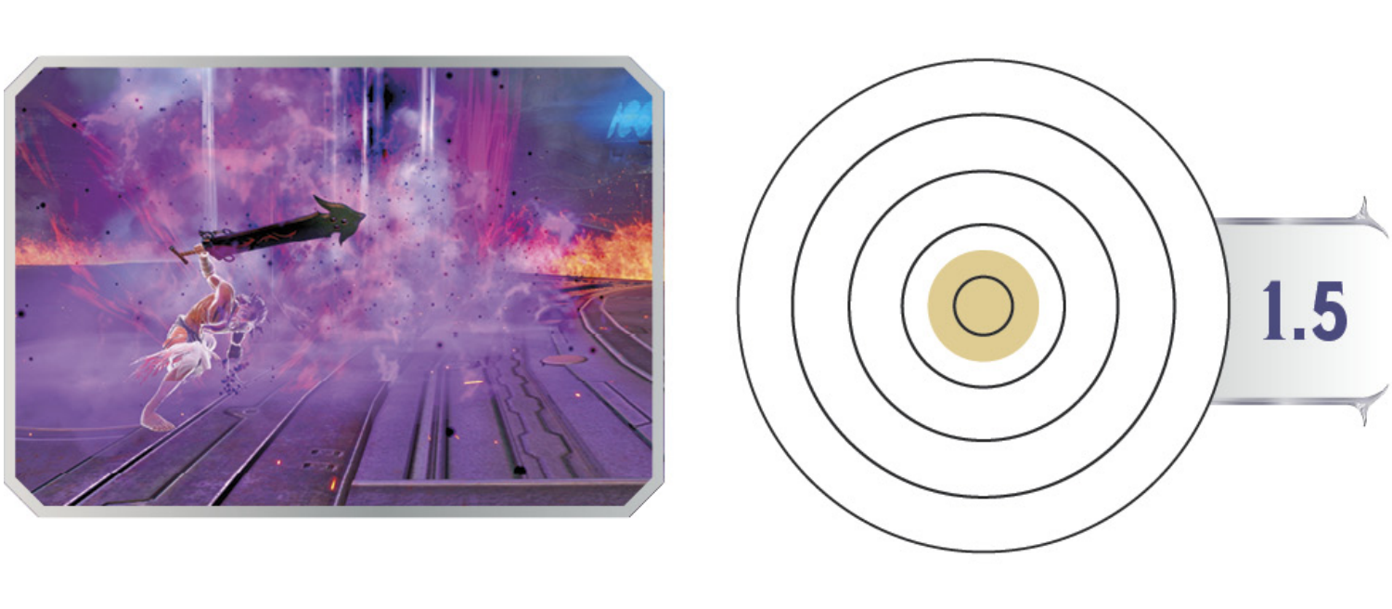
With his sword enveloped in flames, Jecht lunges toward his enemy, assaulting them with a flurry of slashes.

Hot Steel is an extremely effective HP Attack, greatly complementing Jecht's overall toolkit. It covers more range than Feral Charge and deals a respectable amount of Bravery damage before its final HP-damaging strike.

Equipping Hot Steel is ideal for mixing up enemies at close to mid-range. If you can make your way into the enemy's melee zone, you can bait the opponent into putting up their guard barrier, then punish them with this unguardable attack (which you can even cancel with Fake Out in case you miss).

TRIUMPHANT GRASP

COMMAND	BRAVERY DAMAGE	NOTE
■	48, 48 (96)	Full descent to ground level from any height.



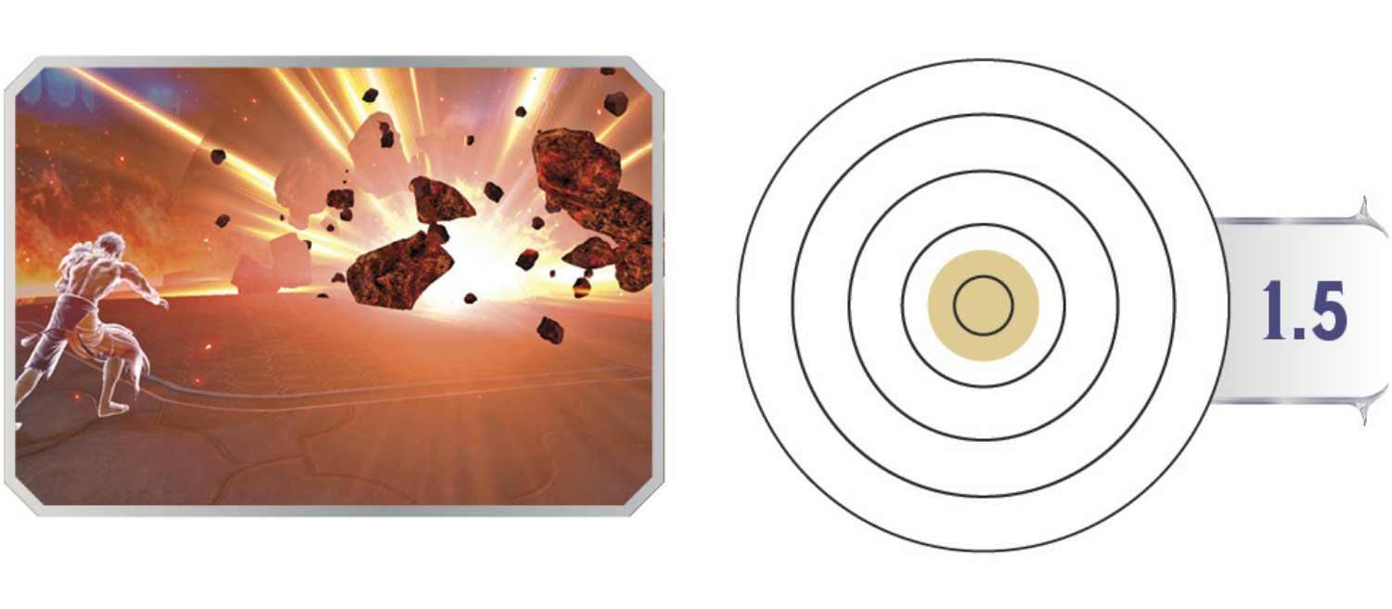
Jecht's fist is charged with explosive energy as he plummets from the air into the ground, where it causes devastation to foes within its blast radius.

Triumphant Grasp is a strong dive-bomb attack with a relatively large explosive radius on landing. Jecht leaps into the air in a steep arc before coming down with the attack. Its steep arc makes it difficult to counter since it adds a bit of evasive functionality to Jecht's trajectory.

Additionally, because it's a dive-bomb-type attack, and since Jecht doesn't have a Bravery Attack that causes a full descent from any altitude to ground level, setting this as your HP Attack can provide needed air mobility.

METEOR SHOT

COMMAND	BRAVERY DAMAGE	NOTE
■	–	–



Jecht calls down a meteor from the sky, crushing his enemies from a distance.

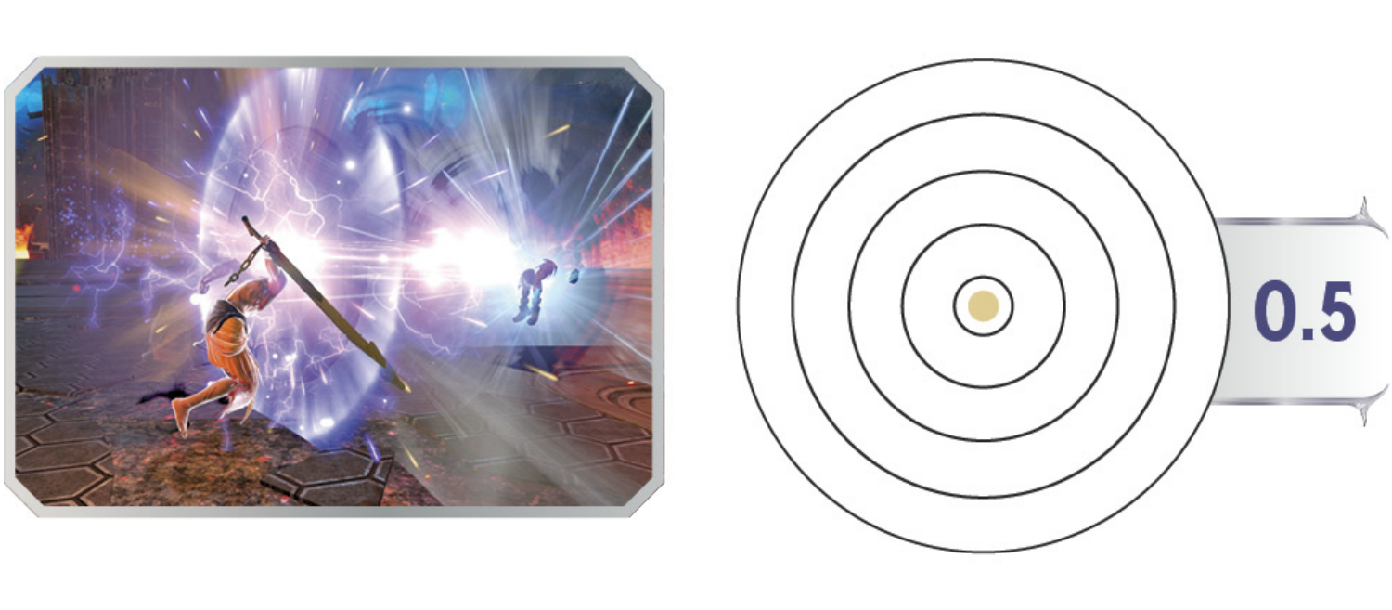
Meteor Shot affords an increased safety thanks to its range advantage over both Jecht Beam and Hot Steel while being a projectile attack. However, its start-up time is significantly longer than those of the aforementioned HP Attacks.

Meteor Shot excels in situations where you can surprise clumped groups of enemies, but it may be difficult to use effectively if you're constantly under attack by a vanguard.

Unlike other projectile HP Attacks in *DISSIDIA*, Meteor Shot adds a substantial amount of Bravery damage. Additionally, unlike Jecht Beam, Meteor Shot's explosive effect hits all enemies in range, and not just your primary target.

JECHT BEAM

COMMAND	BRAVERY DAMAGE	NOTE
■	160	–



Jecht quickly projects a short-range beam from his eyes at his target. As it pierces his victim, Jecht follows up with another explosive energy blast.

Jecht Beam doesn't cover as much range as Hot Steel does, but makes up for it with a couple of unique properties. It's a ranged attack with a relatively quick windup time and a high amount of up-front Bravery damage, making it an excellent guard-breaking tool for defensive-minded opponents.

Its drawback is in its limited range, so it may not be an ideal HP Attack in certain scenarios. For instance, it may be difficult to use effectively in wide-open high-verticality maps. Furthermore, its "explosive" effect is purely a visual one, as the second hit doesn't affect enemies other than the target hit by the initial beam.

EX SKILL BREAKDOWN

FAKE OUT

COMMAND	BRAVERY DAMAGE	RECAST TIME	NOTE
△	–	35 seconds	Successful Quick Block reduces recast time by one second.

Jecht emanates an orange aura and seamlessly transitions the vulnerability of his attack into a backflip from which he's free to act.

Fake Out is a skill that's particularly special compared to most attacks and skills in the game. Unlike other abilities in *DISSIDIA*, Fake Out can be performed during any other attack. Fake Out doesn't do anything on its own, instead acting as a complementary skill to Jecht's move set. During the Fake Out animation, you can perform any of the following:

Guard, sidestep, and inputs of neutral ●, ↑ + ●, and ↓ + ●. Note that if you cancel a grounded attack with Fake Out, the follow-up attack will also be the grounded version. (In other words, Jecht doesn't change to an airborne state during grounded Fake Out, like characters do during lock-on dashes for example.)

Fake Out is a central and versatile asset in Jecht's kit. Since he's an assassin, it gives him extra survivability and essentially grants him a "get out of jail free" card. For instance, you can take a gamble on an aggressive, risky HP Attack and then immediately use Fake Out to transition into an evasive sidestep.

With creativity, you can link separate Bravery and HP combos together with the use of Fake Out, such as the following sequence against a cornered opponent:

Hot Steel > **Fake Out (after four hits of Hot Steel)** > **Feral Charge** > **wall pin** > **dash cancel** > **Hot Steel**

BATTLE PLAN

Jecht is an offense-based assassin who can quickly home in on and decimate enemy marksmen and other vulnerable targets while mitigating his own exposure to reprisal thanks to Fake Out. With a relatively short recast time, Fake Out can be used frequently to apply an overwhelming pressure on opponents. To complement his aggression, mastering ↓ + ● (Quick Block) greatly enhances your efficiency since each successful counter reduces Fake Out's recast time. Although Quick Block timing is highly skill-based, it's a vital skill to master.

Jecht's effectiveness lies primarily in close-combat scenarios, and even though your strategy should focus around getting into melee range, you aren't totally defenseless at long range. Deflecting Bravery-based projectiles with Quick Block can give enemies pause from blindly firing ranged attacks at you, potentially granting you a window to flank and isolate marksmen and other valuable targets as you and your team jockey for position.

Once you're in melee range, Jecht's grounded ● (Feral Charge) and airborne ● (Eagle Talons) are your staple attacks for most scenarios. These exceptional Bravery Attacks have the "force combo" property, meaning they can be extended even on whiff, increasing your effective range. Fake Out makes these attacks even more dangerous for foes since you can—at any time—cancel your whiffed and blocked attacks instantly, allowing you to evade retaliatory attacks or simply continue your barrage of combos. Against cornered opponents, you can use Fake Out to amplify your combos since you can nullify the recovery of any move (including HP Attacks) to transition into Feral Charge/Eagle Talons and ↑ + ● (Rising Fist)/airborne ↑ + ● (Foot Sweep). With the Jecht Beam HP Attack, you can set up two-hit Feral Charge combos canceled with Fake Out into sidestep (left, right, or forward) into an immediate Jecht Beam, potentially scoring some Bravery damage into an un-guardable HP-damage finisher.

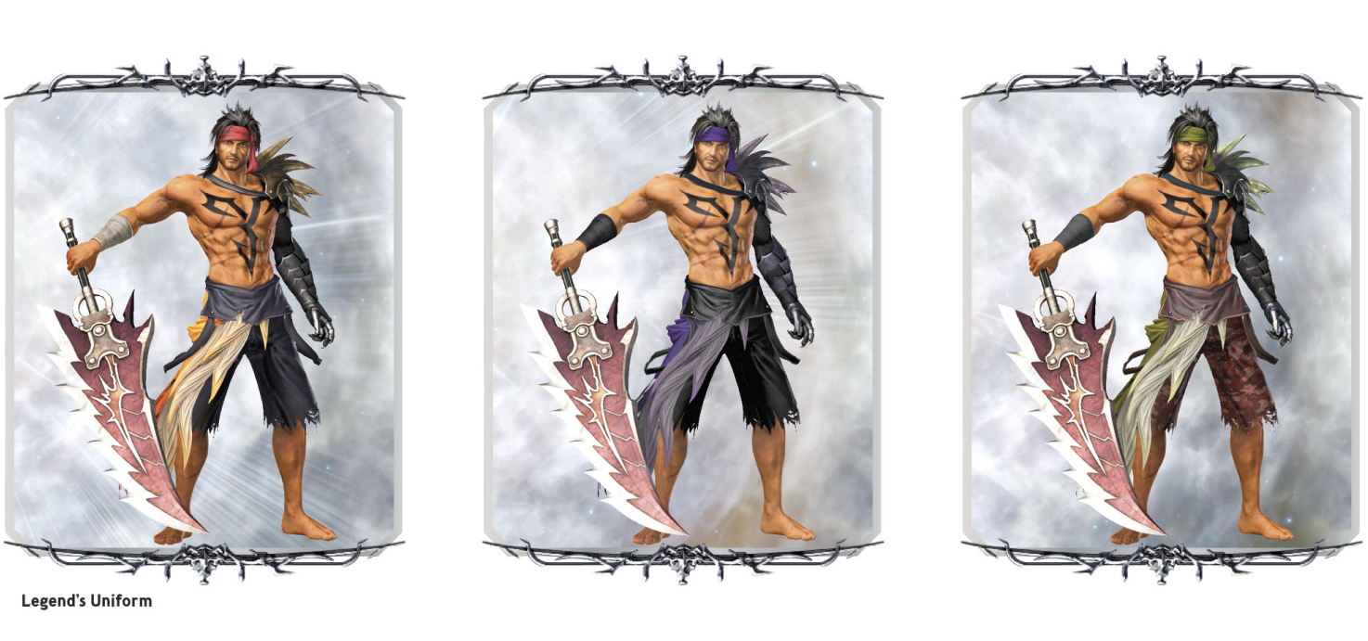
Rising Fist and airborne ↑ + ● (Foot Sweep) have unique uses and implications when it comes to mobility; the former is an angled ground-to-air attack and the latter is an air-to-ground assault. Both of these attacks are quick and grant Jecht some utility in vertical attacks. Dashing ● (Wound Up) is your primary air-to-air attack, allowing you to chase down fleeing enemies, and can be canceled with Fake Out for combo opportunities.

Depending on which HP Attack you equip, you can enhance various aspects of Jecht's gameplay. For instance, Hot Steel is an exceptional complementary close- to mid-range attack against enemies, as it outreaches Feral Charge and is unguardable, providing a viable mix-up to punish guard-prone opponents. Triumphant Grasp allows for greater vertical mobility, giving you an option to descend from any altitude to ground level and wreak havoc on enemies below you, and is highly recommended for most stages with high verticality. Jecht Beam adds a significant amount of Bravery damage, has a fast windup time relative to his other HP Attacks, and is excellent for ending Fake Out-cancel combos. Meteor Shot is strictly for dealing area-of-effect Bravery and HP damage from a distance. For team compositions revolving around dealing constant HP damage (teams with Shiva), saving Fake Out for your unguardable HP Attacks like Triumphant Grasp is a highly effective strategy.

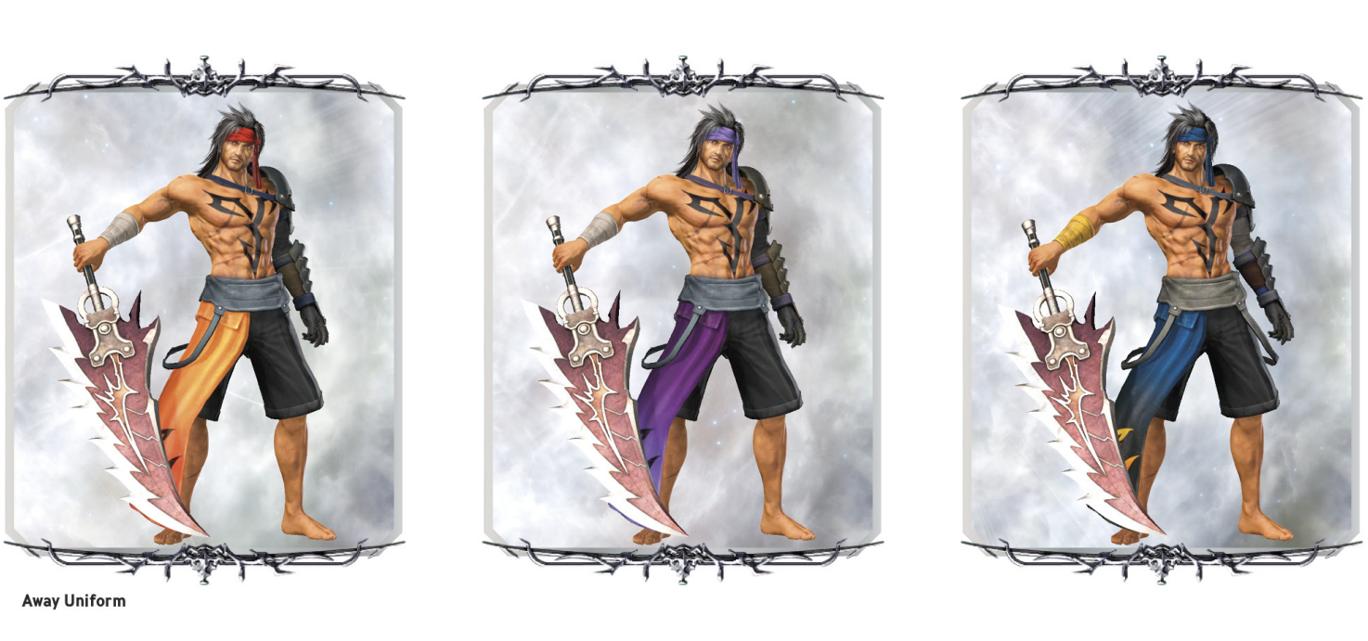
While his move set is minimal in its lack of variety and range, the sum of Jecht's kit adds up to an elegantly powerful and straightforward playstyle that revolves around relentless close-up aggression with attack-canceling techniques, along with a parry mechanic that allows for skillful players to enhance Jecht's effectiveness further. Although his mobility options aren't as versatile as Tidus's, Jecht's Feral Charge/Eagle Talons are superior to his son's attacks in terms of setting up team combos.

GALLERY

APPEARANCE

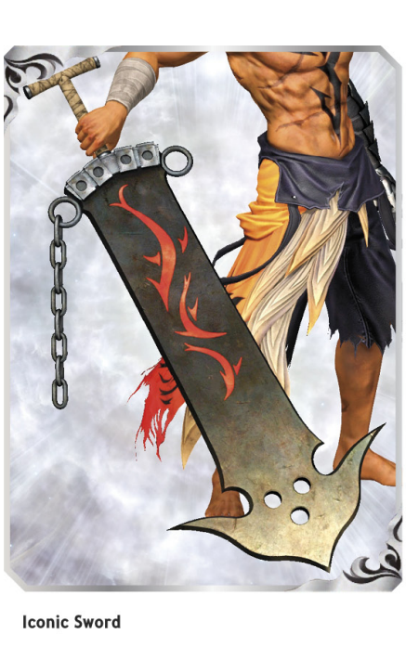


Legend's Uniform

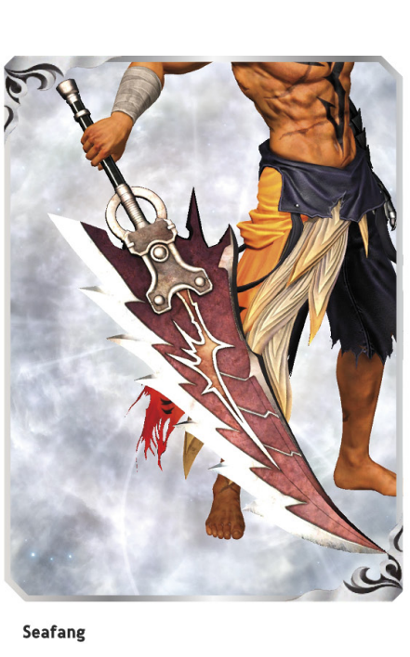


Away Uniform

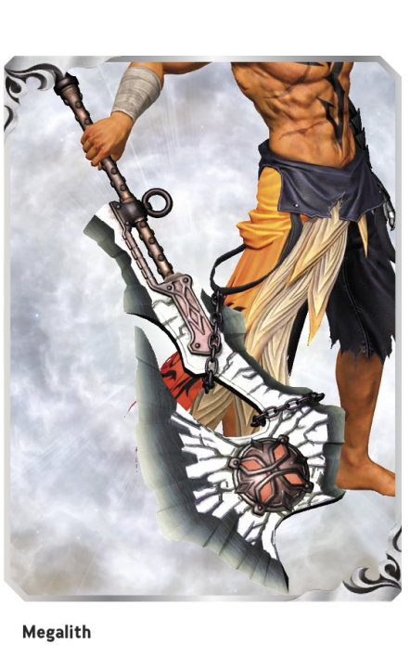
WEAPONS



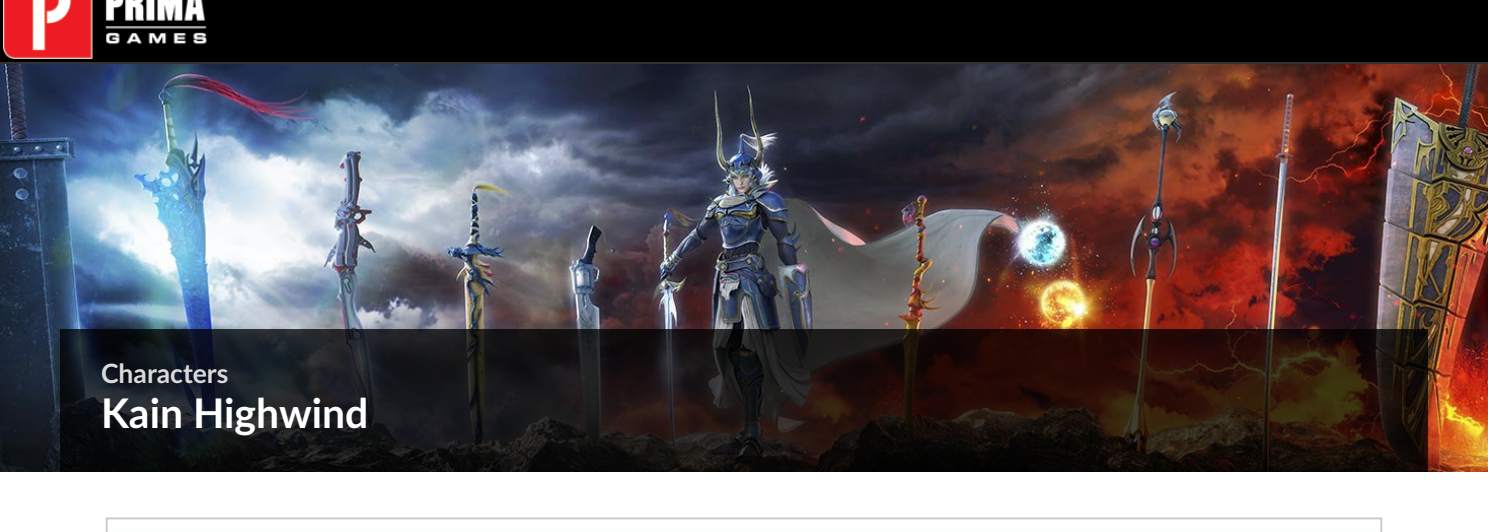
Iconic Sword



Seafang



Megalith



Characters

Kain Highwind

ASSASSIN

Long is his lance's reach, and swift are his attacks. Moreover, Kain has a unique Jump skill that becomes more potent as his EX Skill gauge fills. Look for the right time to strike and utterly dominate the opposition with trenchant blows.

FINAL FANTASY IV

Original Appearance: *FINAL FANTASY IV*

*In the USA, this was originally released on the Super Nintendo Entertainment System as *FINAL FANTASY II*.

Year: 1991

Role: Kain is a childhood friend of Cecil Harvey and Rosa, Cecil's love. He also served alongside Cecil as a spear-wielding dragoon for the Red Wings of Baron. When Cecil abandoned his station and turned against the king, Kain would seem to follow, joining Cecil on his quest to protect the crystals on behalf of Mysidia. But Cecil's brother-in-arms would betray Cecil and Rosa several times in their trials, though not willingly—Golbez's dark magic swayed Kain against his lifelong friends. However, it was partly the secret of his longing for Rosa that made him susceptible to Golbez's control in the first place.

Other Noteworthy Appearances: *FINAL FANTASY IV: The After Years* (2009), *DISSIDIA 012 FINAL FANTASY* (2011)

ARSENAL

BRAVERY ATTACKS

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Vorpal Thrust	Grounded	● > ● > ●	128, 160, 208 (496)	0.5	Knock victims far away with a three-hit spear combo on the ground.
Lance Burst	Grounded	↑ + ● > ●	48x5, 224 (464)	1	A pole lunge that transitions into a kick launcher on hit.
Celestial Shooter	Grounded	↓ + ● > ●	48x4, 272 (464)	1	A ramping spear uppercut, chainable on hit into a spiking blow.
Tornado	Dashing (Grounded)	● (chargeable)	320 (charged: 128x3)	2	Hurl a tornado at the target.
Impulse Drive	Airborne	● > ● > ●	128, 80x2, 208 (496)	0.5	Knock the enemy a long way back on hit with an air-based three-hit spear chain.
Puncture	Airborne	↑ + ● > ●	48x5, 224 (464)	1	Air-based lunging spear stab, chainable on hit into a spiking swat.
Spiral Blow	Airborne	↓ + ● > ●	48x4, 272 (464)	1	Spinning, downward-aimed spear strike. On hit, chainable into a spectacular home run spear launch.
Cyclone	Dashing (Airborne)	● (chargeable)	320 (charged: 64x4, 128)	2	The spinning spear creates a quick wind projectile.

HP ATTACKS

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Gungnir	Anytime	I (chargeable)	—	1 / 1.5	Fling your lance at foes.
Fang and Claw	Anytime	■	32, 40, 40, 40, 40 (192)	0.5	Tear into foes with savage lance slashes.
Vanquish	Anytime	■	—	0.5	Charge toward foes with a piercing strike.
Avenger	Anytime	■	—	1	Perform several flourishes before charging.

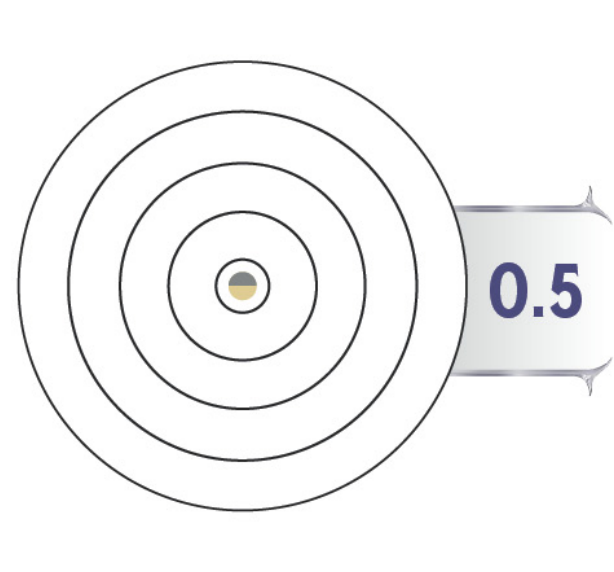
EX SKILLS

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Jump I	Anytime	▲	16x1~3, 448	1.5	10-second cooldown.
Jump II	Anytime	▲	16x1~3, 512	3	10+ 20-second cooldown.
Jump III	Anytime	▲	16x1~3	3.5	10+ 20+ 45-second cooldown.
Dragoon's Pride	Jump II or Jump III	—	—	—	Buff gained after hitting Jump II or using Jump III.

BRAVERY ATTACK BREAKDOWN

VORPAL THRUST

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ● > ● > ●	128, 160, 208 (496)	—



Kain opens with a close-range upward swipe to stun targets, then follows up with an overhead smash into a forceful finishing stab. The stab launches victims a long way away, and Kain can give immediate pursuit to maintain spacing by dash canceling the end of the combo.

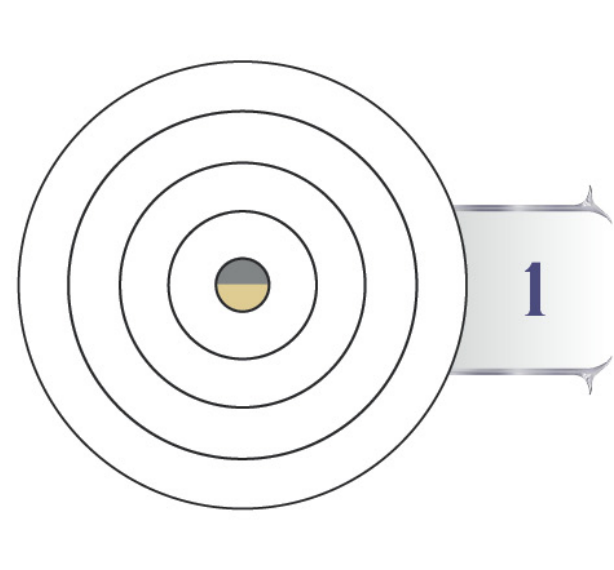
If the opponent has a wall nearby behind them, this combo will splat them flat against it, allowing for an immediate follow-up, whether more Bravery Attacks to keep building up strength, or an HP Attack to wipe them out.

When the first swing misses, Kain can't transition to the follow-up hits. Use this only against enemies up close, and when the first swing whiffs, be ready to evasion cancel away from enemies who might retaliate.

If allies are nearby, don't finish the three-hit combo. Instead, just perform the first two hits. This holds the enemy in place, helpless, giving teammates a chance to continue the combo by tacking on their own attacks.

LANCE BURST

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ↑ + ● > ●	48x5, 224 (464)	—

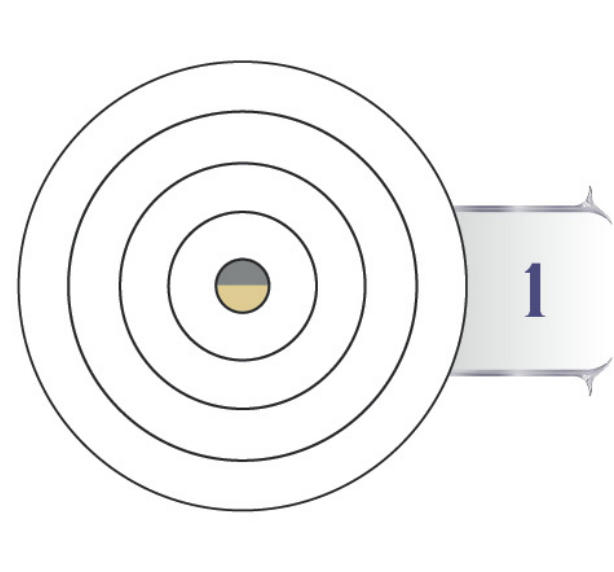


As a polearm warrior, Kain naturally has several lunging spear thrusts with lengthy reach. Kain slides forward quickly, weapon extended. The spear is active the whole time and drags along victims it catches, scoring multiple hits. Be ready to evasion cancel away from aggressive enemies when the spear thrust misses, since Kain cannot continue into follow-up attacks after whiffed spear moves.

When the spear slide successfully catches an adversary who fails to block, Kain can plant the butt end of the spear and transfer his forward momentum into a rising kick to launch the target far away. The launching kick is dash cancelable, allowing for immediate pursuit, whether to continue pressure on an opponent who air-recovers, or to get close enough to capitalize after laying them out on a wall.

CELESTIAL SHOOTER

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ↓ + ● > ●	48x4, 272 (464)	Leaves the ground. Upward-angled attack tracks higher targets but not those on even plane.



This specialized spear thrust begins after Kain gathers up tension for a second on the ground. He then erupts diagonally upward with his lance at about a 45-degree angle. He drags along his enemy when he catches them, carrying them up only to then spike them back to the ground with a downward spear swat.

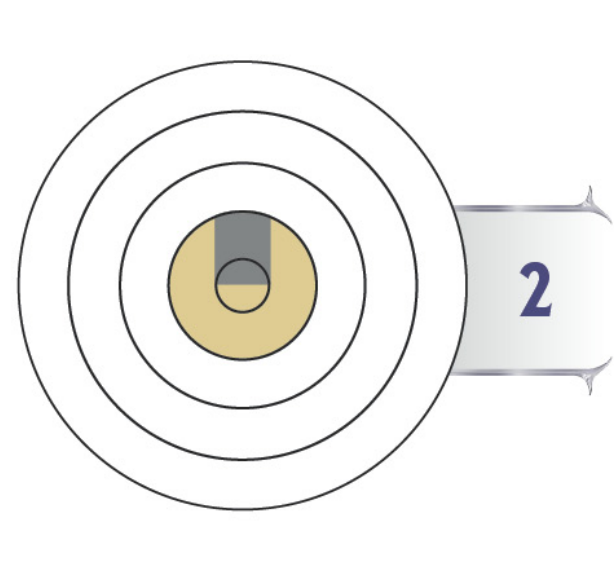
This spear swat can be dash canceled, and usually bounces the enemy off the ground before they can recover. Dashing immediately after them keeps the initiative in Kain's hands and allows for combo follow-ups if they don't recover quickly. It's possible for Celestial Shooter to flatten a foe against a nearby wall, but usually only very close against it.

When the initial upward thrust of Celestial Shooter misses everyone, Kain is left at about the same height as if he'd simply jumped. From this position, if there are incoming enemy attacks, either guard cancel to fall straight down while guarding, or evasion cancel to redirect away in mid-air. Without attacks incoming, wait for the first part of Celestial Shooter to recover, then double/triple-jump or air-dash to reposition toward the desired landing zone.

The upward trajectory of this spear uppercut means that it'll whiff over the heads of standing enemies more than a few steps away. It's also apt to miss if it's used against enemies on slopes or stairs, because of the sharper angles involved. It's best to preempt or chase down enemies dashing and jumping in the airspace above Kain. Celestial Shooter's angled launch isn't homing and doesn't adjust downward for low targets, but against enemies who are above Kain, he steepens his launch angle to hit them.

TORNADO

COMMAND	BRAVERY DAMAGE	NOTE
Dashing (Grounded) ● (chargeable)	320 (charged: 128x3)	Charging increases size of whirlwind.



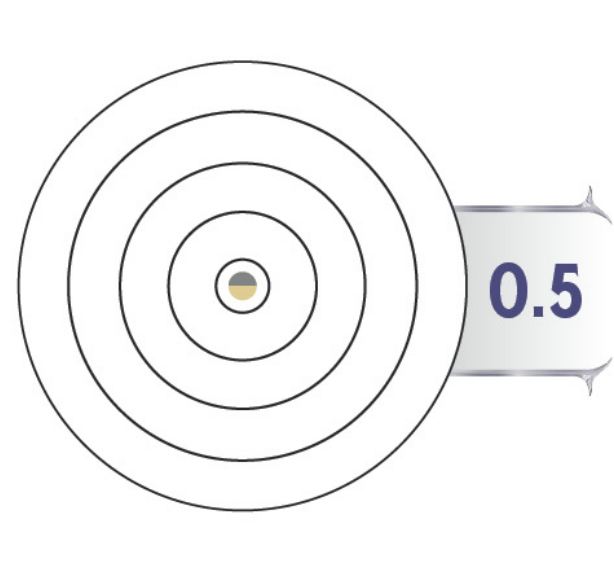
From a rapid grounded dash, Kain rises with a spear swing with such lift that a brief tornado is sent spiraling toward the target. The vortex spins straight at them, without veering or exhibiting homing abilities if they move dramatically. On contact, the vortex sweeps targets off their feet, leaving them briefly vulnerable to other attacks.

This attack can be charged before release, which grows the subsequent tornado and greatly improves its effectiveness. A bigger vortex has more dangerous wind-sheering area, the better to sweep up foes in the way, and it can hit the same target multiple times as it bounces them up off the ground.

Although Kain is a melee-centric fighter, between Tornado and Cyclone (airborne dashing ●), Kain has a few ranged tricks up his sleeves. These give him low-commitment means to pick at enemies from a relatively safe distance, without overextending himself and getting into trouble. (Plus, when the Jump EX Skill is locked and loaded, one can think of Kain himself as a projectile, even better than Cyclone and Tornado.)

IMPULSE DRIVE

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ● > ● > ●	128, 80x2, 208 (496)	—



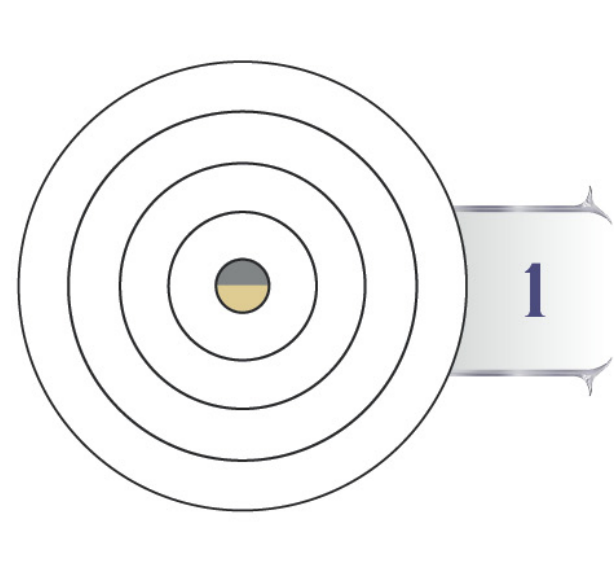
This is the aerial counterpart to Kain's grounded Vorpal Thrust chain. Kain drifts forward in mid-air a short distance while bringing down his spear in a quick swipe. If this hits, he can chain into a multi-hit midsection stab, then finally a swinging spear launcher. As usual, if the target slams into a wall after Kain sends them hurtling away, he can combo another attack.

The full chain is only possible if the first attack connects, whether on hit or guarded. When the initial swipe misses, block or sidestep to cut short the recovery and begin a defensive maneuver. If this combo starts hitting up close when friends are around, cut it short after two hits so they have a chance to pick up where Kain leaves off.

Of Kain's air attacks, Impulse Drive has the worst reach, but it hits the quickest, for the most Bravery damage. Against enemies at extremely close range, or stunned foes, it's the poke of choice, but against enemies swarming farther away, Kain's Jumps, spear lunges, and projectiles are needed.

PUNCTURE

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ↑ + ● > ●	48x5, 224 (464)	—

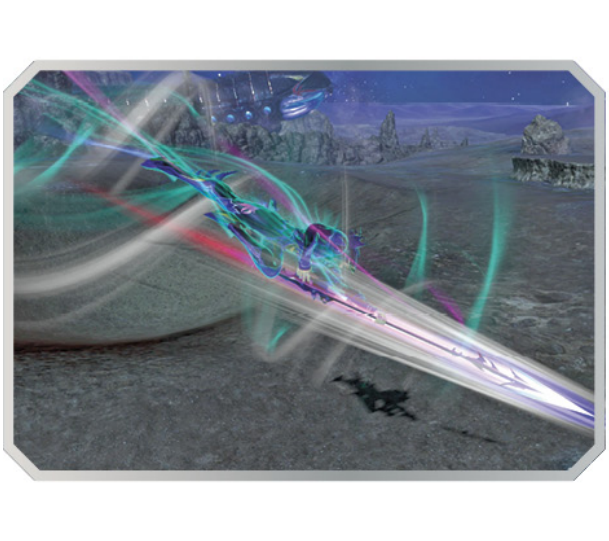


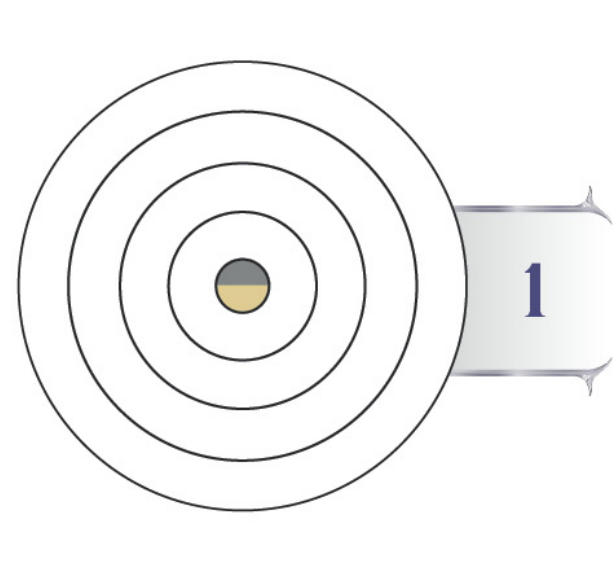
Kain rears back with his spear, then surges prone through the air, spear tip outstretched. If the spear tip connects with an enemy, Kain can flip himself from the spear thrust and whack them hard with the length of the weapon, hurling them a good distance forward to the ground on hit.

If the initial spear lunge comes up empty, Kain must simply recover before double-jumping or air-dashing. Otherwise, to act defensively a bit earlier, cancel the end of Puncture's spear thrust by guarding or sidestepping.

SPIRAL BLOW

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ↓ + ● > ●	48x4, 272 (464)	Downward-angled plunge tracks targets below but not above.





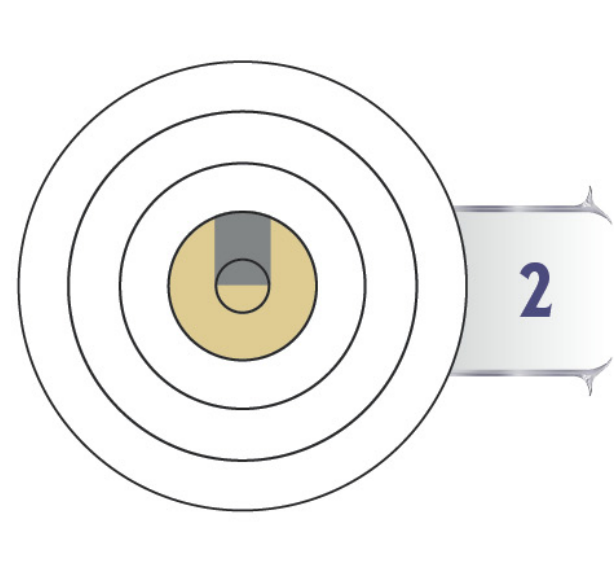
On the ground, ↓ + ● executes a leaping spear lunge, causing Kain to leave the ground. From the air, ↓ + ● sends Kain whirling toward the ground, his spear's tip spinning ahead of him. Enemies caught on the tip take multiple hits before Kain caps it off with a grand swing. Neutral dash cancel the follow-up swing to rush after the foe's body as it bounces across the landscape.

As a ranged, aerial poke against opposing fliers, Spiral Blow is not as well suited as Puncture. It always descends with at least some degree of shallow angle and doesn't track upward. In mid-air skirmishes, it'll often whiff under opposing dogfighters, leaving Kain wide open. But for prey underneath an airborne Kain, Spiral Blow adjusts, dropping at a steeper angle when needed. This makes Spiral Blow perfect for dive-bombing targets from above. It'll still reach the heads of grounded enemies after a quick triple-jump above them (for reference, that's as opposed to a long triple-jump, holding each jump for the max height, which is a tad too high).

When Dragoon's Pride is active, giving Kain another jump per airborne period, he can get high enough above standard double-jumpers to harass them with the tip of Spiral Blow from above.

CYCLONE

COMMAND	BRAVERY DAMAGE	NOTE
Dashing (Airborne) ● (chargeable)	320 (charged: 64x4, 128)	Charging produces extra hits.



Cyclone is Kain's other projectile attack, alongside grounded dashing ●, Tornado. To whip up a cyclone, Kain rapidly twirls his spear, shooting a spherical vortex straight at his enemy.

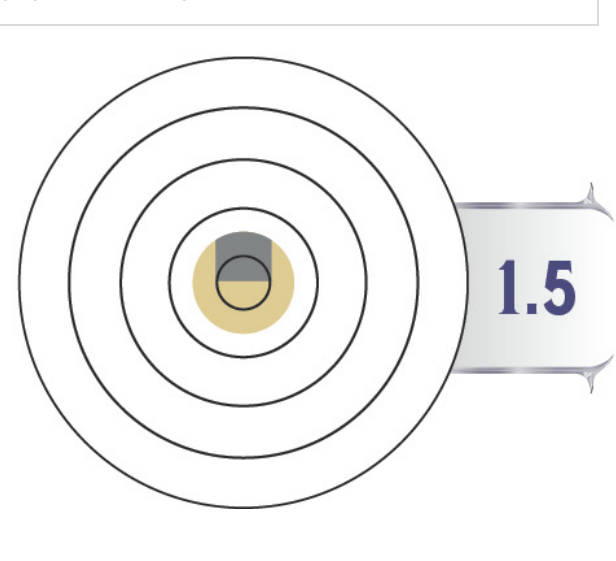
This airy ball pops the enemy off their feet on contact. Charge it up before release for more hits before the enemy is swept up, dealing more Bravery damage and giving your team more time to follow up before the victim regains control. Kain can dash cancel forward after releasing Cyclone; rushing in after charged Cyclone can give Kain a chance to combo right after his own projectile, when it tags the target.

Cyclone has no homing abilities and can be overpowered by the bigger mainstay fireball and shockwave attacks of marksman characters. But it's better to have ranged options than not to have them. Cyclone is Kain's main attack whenever a low-risk option is desired. To quickly get access to Cyclone when standing on solid ground, hold neutral R1 to initiate a lock-on dash at the current target, then tap or hold ● to initiate Cyclone barely a hair off the ground.

HP ATTACK BREAKDOWN

GUNGNIR

COMMAND	BRAVERY DAMAGE	NOTE
■ (chargeable)	—	Charging increases range from 1 to 1.5.

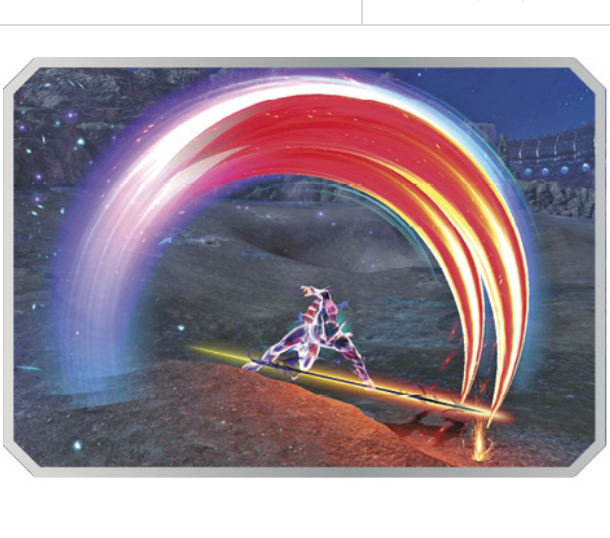


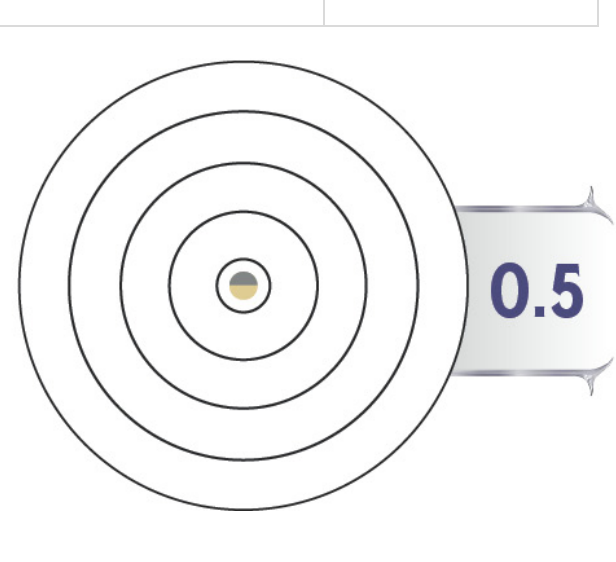
After a short windup, Kain hurls his spear forward with a golden glow. It cuts through the air in a lethal straight line, dealing HP damage to anyone in the way.

Gungnir is quick to skewer enemies in range, but it doesn't have any homing abilities if they're moving quickly. The reach is also nothing exceptional, on par with many melee attacks, and it only has a little bit of height tracking and doesn't hit straight up or down. But it's a perfect send-off just after flattening someone on a wall with a combo, or when an ally uses Bravery Attacks to bounce their victim tantalizingly close to Kain. For a modest range increase, Gungnir can be charged, though this might give a potential victim time to vacate the space, or to beat Kain to the proverbial punch.

FANG AND CLAW

COMMAND	BRAVERY DAMAGE	NOTE
■	32, 40x4 (192)	—



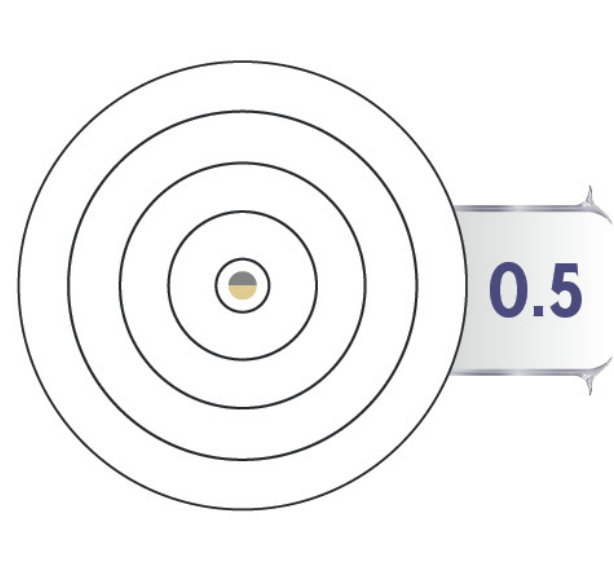


Kain rears back briefly, then springs forward, swinging the polearm overhead. On contact, the initial hit staggers the victim, holding them in place for Kain's quick four-hit combo to follow, a side-to-side slash to pole clubbing to fully extended kick. Finally, after this five-hit Bravery-damage preamble, Kain delivers the *coup de grâce*, a spear thrust through the midsection that converts all the accumulated Bravery into HP damage.

Fang and Claw has less range than many HP Attacks, but it's quick and easy to use, it can reach right above or below Kain, and it boosts the practical damage of any hit thanks to the five-hit Bravery autocombo at the beginning. In a way, using this HP Attack is like a permanent HP damage buff. The only downside (aside from the short range) is that the combo before the finishing touch takes a couple of seconds to dish out, so one of the victim's allies might interrupt Kain before he's done. Take advantage of these few seconds by boosting Kain's Bravery or attack power with an ability like Share Bravery or Mighty Strikes.

VANQUISH

COMMAND	BRAVERY DAMAGE	NOTE
■	—	Charges up or down depending on target.

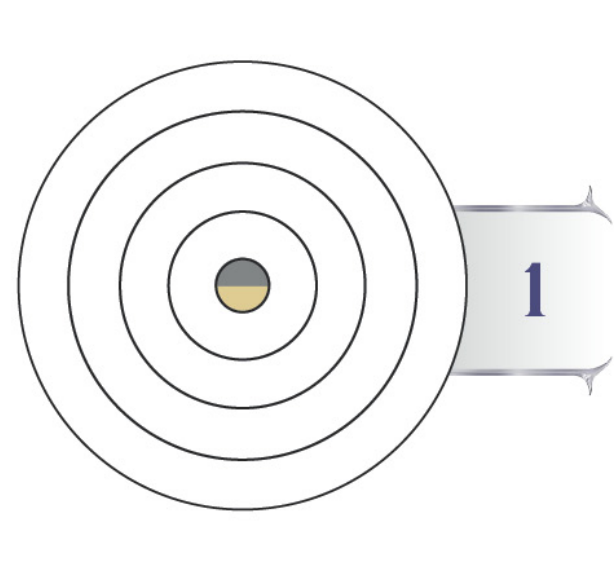


Here's one solution to Kain's usual spear HP Attack blind spot above or below them. After spinning in place briefly to gain momentum, Kain rockets either straight up or down, depending on where the current target is—he rockets upward if their head comes up to his chest or higher. If they line up lower than that, whether in mid-air or down a set of steps or on sloped terrain, he rockets downward. After triggering Vanquish, Kain can still be repositioned during his initial flip, but after his flip at the start, it's strictly vertical.

The range (up or down) is slightly (and meaningfully) better than that of Celestial Shooter up or Spiral Blow down—you can do a max-height triple-jump directly above someone on the ground, then Vanquish to hit them, whereas Spiral Blow from that position just barely misses. And while this can't be mistaken for any kind of ranged attack, the hit box around Kain while he travels is big—the biggest hit box by far of any of his attacks, in fact. If targets are in position to be vulnerable to a steep-angled Bravery Attack from above or below, Vanquish's vertical shockwave will be wide enough to clip them.

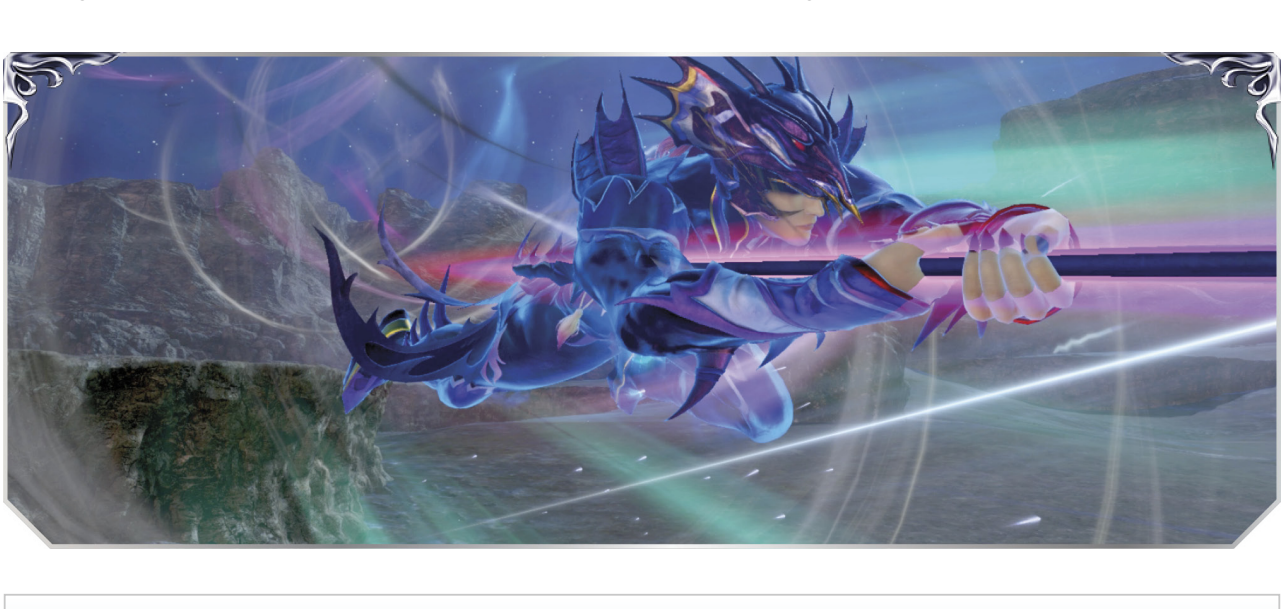
AVENGER

COMMAND	BRAVERY DAMAGE	NOTE
■	—	Auto-guards against Bravery Attacks while blue sphere surrounds Kain.



This HP Attack adds a layer of deceptiveness to Kain's melee game at the edge of spear-lunging range. At the beginning, Kain springs from his feet into a showy acrobatic flip, spinning his spear all around himself. A blue sphere appears around Kain while he dances with the spear. Any Bravery Attacks that hit him while the blue sphere is visible are brushed aside by Avenger's start-up. After this brief dance, Kain surges forward with a spear attack similar to Lance Burst or Puncture, except it does HP damage.

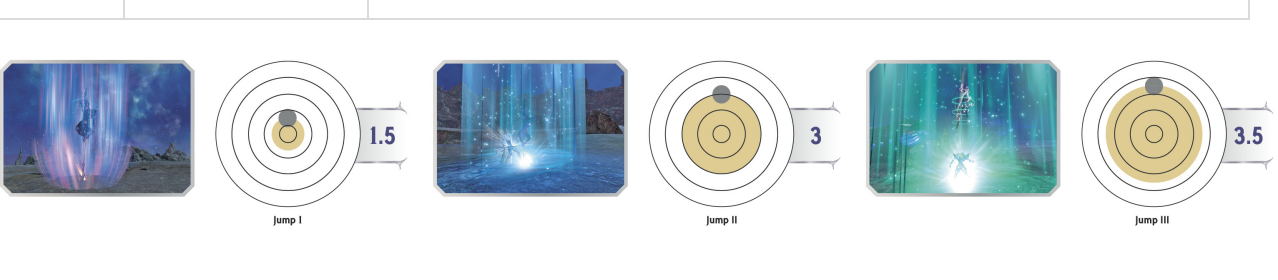
Like Lance Burst/Puncture, Avenger's spear-thrust portion unfortunately doesn't have much in the way of height tracking, so don't expect to KO foes directly above or below Kain when using this HP Attack. Laterally it has the same range as an uncharged Gungnir toss. The defensive part can be fantastic, giving the enemy even more reason to hesitate up close, and enabling on-reaction interception and punishment of Bravery Attacks, depending on your reflexes and matchup experience.



EX SKILL BREAKDOWN

JUMP I/II/III & DRAGOON'S PRIDE

COMMAND	BRAVERY DAMAGE	NOTE
▲ Jump I	16x1~3, 448	10-second cooldown.
▲ Jump II	16x1~3, 512	Activates Dragoon's Pride on hit. 10+ 20-second cooldown.
▲ Jump III	16x1~3	HP Attack. Activates Dragoon's Pride on hit or miss. 10+ 20+ 45-second cooldown.



Kain is a master of this dragoon-defining skill, and his playstyle revolves around it. During a Jump strike, dragoons launch gracefully up into the air, out of harm's way for a few moments, before they plunge down on their quarry's head.

The longer a Dragoon waits between Jump attacks, the more powerful the eventual attack becomes. Therefore, Kain's Jump EX Skill is actually three slightly different attacks: Jump I, II, and III.

Jump I is the basic Jump attack and has a short cooldown period of only 10 seconds. Accessing Jump II requires an extra 20 seconds of recharge time, for a half-minute total until the EX Skill is ready. The max-power Jump requires twice as much time, 45 additional seconds after Jump II is ready—the total restock time for Jump III is 75 seconds.

During Jump I, Kain simply leaps high, then drops onto the noggin of his target. Although Kain leaps out of the way of anything on his level, attacks that happen to be hitting at high altitude might clip him during his leaping arc. He also might not leap high enough to catch enemies who are way above him, like some characters who can triple-jump or more.

During Jump II and III, Kain leaps so high he briefly leaves the arena altogether—true to his classic RPG form, he's unhittable off-screen. He also forces anyone targeting him to shift to someone else! When he descends from Jump II or III, Kain's reentry force is so great that the attack strikes a much wider area than Jump I. His shockwave on the way down deals a little bit of Bravery damage, before the primary earthshaking impact. This shockwave and stronger impact make it much harder for an enemy to dodge charged-up Jumps at the last second, or to interrupt Kain as he drops during them. However, Jump II and III telegraph the attack, whereas Jump I does not.

Jump I and II deal Bravery damage as expected. But Jump III is actually an HP Attack, and Kain's longest-reaching attack to boot! It's a lot to ask to refrain from using Jump attacks for over a minute, but the payoff is access to Kain's strongest maneuver, one that can almost guarantee a knockout if properly used.

Dragoon's Pride is an agility buff tied to Jump. Kain gains this buff for 30 seconds after successfully hitting an enemy with Jump II, or after using Jump III, hit or miss. During Dragoon's Pride, Kain gains an additional potential jump in mid-air, for a quadruple-jump overall. While the obvious main reason to save up for Jump III is for a unique killshot, the main reason to save for Jump II (compared to using Jump I as often as possible) is to keep Dragoon's Pride going, adding a little speed and maneuverability to Kain's air game.

BATTLE PLAN

The most overarching concern for a Kain player is how to treat Jump: scarce resource to be hoarded, or unique attack to use constantly?

As much as Jump I every 10 seconds sounds fun, holding on to Kain's EX Skill until Jump III is the right way to go, at least at first. By the time Jump III is ready, it's possible your team will have scored two points on knockouts. If that's the case, Jump III becomes tremendously powerful, basically a "win" button if used on reaction to an enemy starting up an attack or being held in place by an ally's combo.

If the first Jump III killshot misses, at that point it's up to you to decide what to do: if both sides have stacked up points, there won't be enough charge time for another Jump III. At least you'll have Dragoon's Pride active for the final scramble; abuse the quadruple-jump and Jump I every 10 seconds till the end.

But if 75 seconds and a missed Jump III attempt roll around and the teams are still feeling each other out but not doing real damage, it's probably best to go back to pocketing Jump, in case another opportunity comes up for it to deliver the win. There's just no arguing with the chance to deliver an HP Attack with that range and speed. And for opponents who are aware of what you have in your back pocket, their ability to act freely will be severely limited, which of course opens them up to being pressured and defeated by your allies.

Jump concerns dealt with, what about the rest of the guilty dragoon's arsenal? Kain's an assassin, tasked with scoring points above all. He'll want to stalk the perimeter of the fight, looking for opportunities to swoop in and deal meaningful damage to the other team. Kain's spear is suited to precision attacks against one target, so hunt stragglers and avoid clusters. Rushing in overzealously against groups will get Kain incapacitated, needlessly giving up a point. It's much better to be a little too patient than a little too aggressive.

From mid-range against coordinated enemy teams or other vanguards/assassins targeting Kain without advancing, use Cyclone and Tornado to give them something to think about. Both attacks are much better charged up, and it doesn't take a lot of extra time at all. Dash cancel after releasing a projectile to keep dashing around at mid-range, waiting for a chance to safely assault one enemy; or neutral dash cancel straight in for the chance to follow up if the projectile hits the target.

When Jump II and III are stocked, they're a threat from the same range as Kain's projectile attacks (Cyclone and Tornado). Either one can punish a target hard from this range, for something as pedestrian as starting their own stalling ranged attack.

When the opposing team is either uncoordinated or successfully split up by your party, it's time to take the fight up close. Kain has good attacks both for tracking down fleeing enemies and for close sparring. As with many melee-centric warriors, his mainstay ● > ● > ● combo (ground or air) is the backbone of his attacks. The range is poor, but the hits are quick, and have follow-up potential: use two hits when friends are near, so they can add their blows on the staggering enemy. When a wall is nearby behind the victim, finish off the third hit for a wall splat that allows for more Bravery buildup, or a guaranteed HP Attack hit.

To avoid Kain's pestering, opposing enemies may flee back to their teammates, especially marksmen. Since Celestial Shooter can track straight up, and since airborne Spiral Blow can track straight down, chasing them down with Kain is sort of like a game of joust in either direction. When even with fleeing foes, airborne or grounded, at the edge of general spear-lunging range (one circle on the minimap), ↑ + ● (Lance Burst/Puncture) is appropriate.

From far above or below, these rushing spear attacks are also great for mid-range offense. This exploits the reach and steep, awkward angles of Celestial Shooter (upward) and Spiral Blow (downward). Kain has a triple-jump to get above grounded enemies for Spiral Blow; to drop back to the ground and gain access to Celestial Shooter, aiming at an air-dasher's feet, simply guard in mid-air.

When trying to spear-lunge like this, the tip is the ideal range. If you're a little above the enemy, you'd prefer to be way above them; if you're a little below them, you'd prefer to be way below. Closer than that, and it's safer and more versatile to stick to standard chains with Vorpal Thrust and Impulse Drive.

GALLERY

APPEARANCE

Lone Dragoon

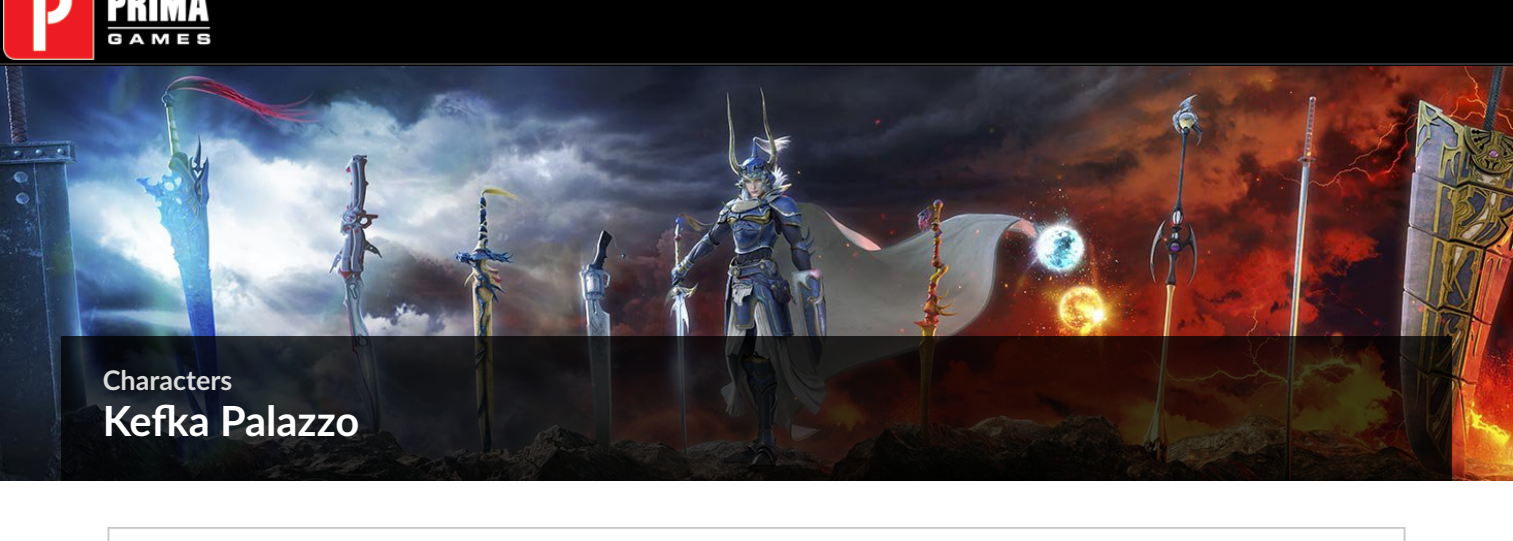
Sanctifying Dragoon

WEAPONS

Commander's Lance

Wind Spear

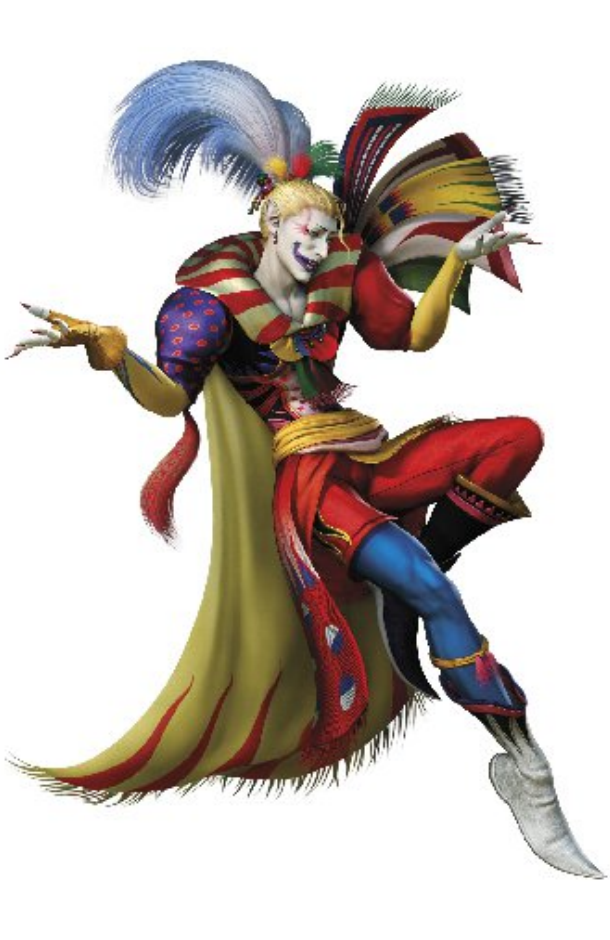
Dragoon's Lance



Characters

Kefka Palazzo

MARKSMAN

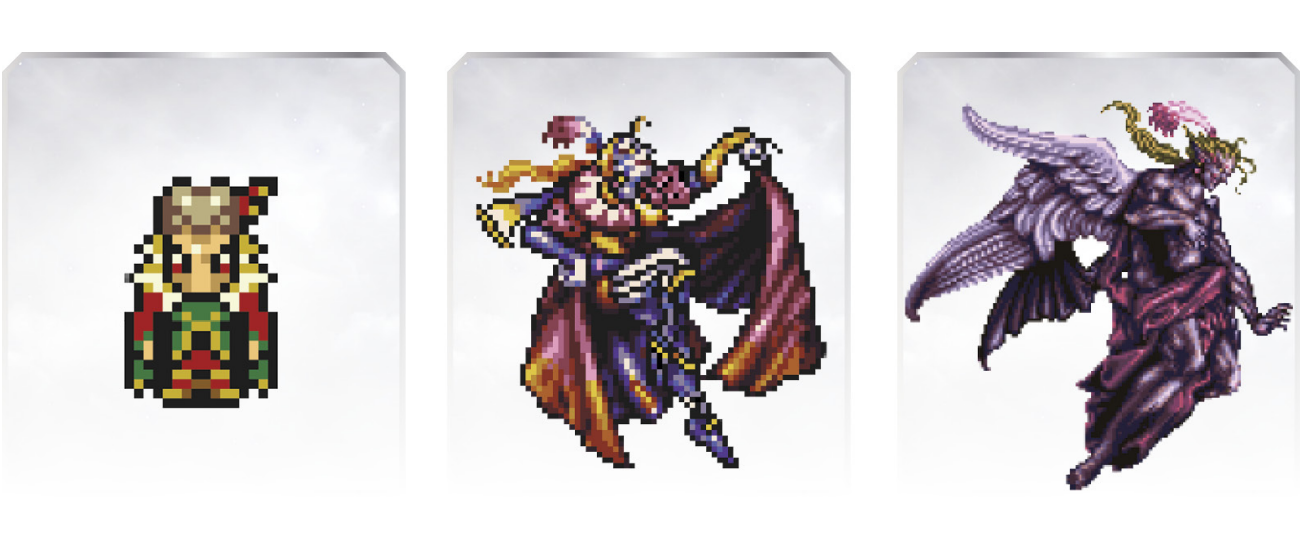


This madman sows seeds of chaos with his absurd appearance and varied arsenal of spells, many of which change depending on how long you hold down their buttons. Take advantage of his unpredictable attacks and erratic movements to confuse foes.

Original Appearance: *FINAL FANTASY VI*

Year: 1994

Role: This cackling general of the Gestahlian Empire sought to rend the world itself apart in his madness. He very nearly succeeded, thanks to his heartless manipulation of powerful energy from espers, supercreatures from another realm. Much of his knowledge of them comes from experiments on Terra, the meek half-esper. But despite how close he gets to his goal, it ultimately backfires, as Terra and her friends prove to be Kefka's undoing.



Other Noteworthy Appearances: *DISSIDIA FINAL FANTASY* (2009), *DISSIDIA 012 FINAL FANTASY* (2011)

ARSENAL

BRAVERY ATTACKS

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Blizzaga Blitz	Grounded	● > ●	432	1.5 / 2.5 / 3.5	An ice pillar surges forward, leaving the ground like an ice escalator at the end.
Plip-Plop Meteor	Grounded	↑ + ●	288 per meteor	2.0~6.5	A portal glides slowly while dropping over a dozen meteors one after another.
Core Decoy	Grounded	↓ + ●	440	0.5	A fake summoning core detonates if foes get close. Charge to increase lifespan of decoys.
Zigzag Firaga	Airborne	●	96x3, 144 (432)	4.0 / 4.5 / 5.5	A standard fireball till near the end, where its speed varies erratically.
Snap-Crackle Thundaga	Airborne	↑ + ●	57x1~8 (57~456)	3.0	A group of up to eight small lightning bolts is sent to the foe, briefly pinning them with hits.
Boom-Boom Ultima	Airborne	↓ + ●	416	1.5 / 2.5 / 3.5	A huge Ultima explosion resolves itself out of a gathering cloud of energy.
Kefka Cannonball	Dashing	●	320	0.5	Something dangerous in Kefka's garments backfires, sending him surging forward.

HP ATTACKS

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Forsaken	Anytime	■	—	2.5 / 3.5 / 5	Release from afar a magic orb that lowers the maximum HP of the foes it hits.
Havoc Wing	Anytime	■	—	1	Piercing wings emerge from your back as you charge toward your foes.
Trine	Anytime	■	—	2.5	Conjure a magic force at the enemy's position. Blinds and prevents universal EX Skill usage.
Hyperdrive	Anytime	■	—	2.5 / 3.0 / 3.5	Pillars of light rise from the earth to scorch distant enemies.

EX SKILL

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Heartless Angel	Anytime	△	—	2.5	Inflicts various debuffs on nearby enemies.

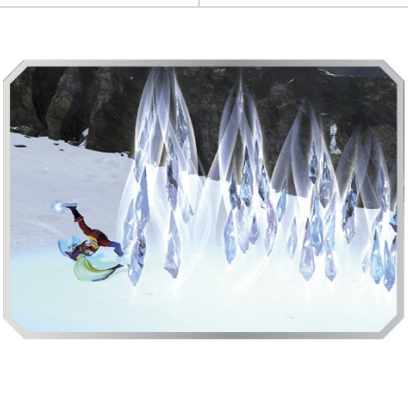
BRAVERY ATTACK BREAKDOWN

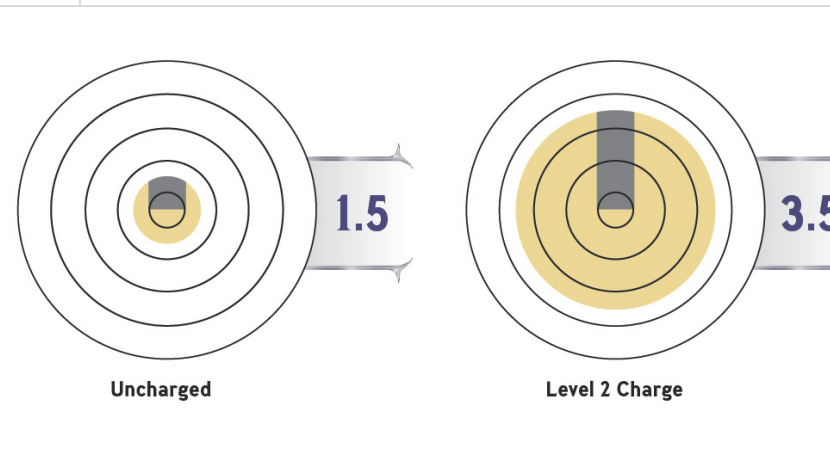
Charge spells: Kefka's magic spells have three levels. The first is uncharged, achieved simply by tapping the command. Kefka casts the spell as quickly as he can, and you get the basic version of it, with the lowest range or amount of hits. A Level 1 charge is attained by holding the command until Kefka pulses once. A Level 2 charge is attained by holding the command until Kefka pulses twice, at which point he casts the spell automatically.

Increasing a spell's charge level takes a little extra time, but it shouldn't be prohibitive unless enemies are in your face right at that moment. Charging doesn't take Kefka too long and adds incredible range to most of his magic.

BLIZZAGA BLITZ

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ●	432	Charging increases range. Can move while charging.





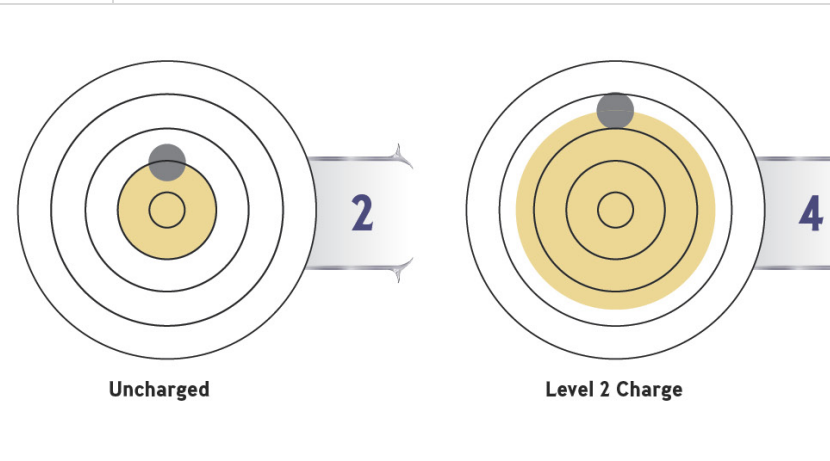
Kefka leans back as though he's sitting in an invisible recliner, relaxing his head in his hands so much he flips backward head-over-heels, kicking up a unique ice attack as he spins. Pillars of sharp Blizzard ice erupt toward the target in a line, angling upward to double-jump height just before dissipating.

Like all Kefka's spells, Blizzaga Blitz can be charged, which increases its range greatly. Being able to move while charging means you're not a sitting duck during this period; you can dodge (slow) attacks while charging, or advance toward/retreat from targets as desired, before the attack emerges.

Blizzaga Blitz's upward angle gives him at least one tool to use against incoming fliers; don't charge it at all in this case, so it comes out faster and the upward-jetting portion covers airspace closer to Kefka. This pairs well with Core Decoy, which is twice as tall as Kefka, meaning he can create his own temporary cover against melee types dashing in to dive-bomb him.

PLIP-PLOP METEOR

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ↑ + ●	288 per meteor	Charging increases range. Can move while charging.



Raising his right hand, which glows with pink energy, Kefka points at the sky above the target, where a small portal opens and begins dropping one meteor after another.

Trickster that he is, Kefka's Meteor spell doesn't work quite like other versions (including those of Terra, his nemesis, and Onion Knight's sage job). Plip-Plop Meteor lasts much longer, slowly tracks the target, and drops meteors one by one much more slowly. The portal for a single casting of Plip-Plop Meteor is a threat on the battlefield for nine seconds, and drops a slightly random number of bolides, usually between 16 to 18 total.

Plip-Plop Meteor lasts so long that it cuts a slow, lengthy swath across the landscape, continuing to strive for the target till it's over. The path can scour across up to 2.5 minimap circles from wherever it's initially placed. This means the real range of uncharged Plip-Plop Meteor is 2.0-4.5; Level 1 Meteor is 3.0-5.5; and fully charged Meteor is 4.0-6.5...well beyond the edge of the minimap.

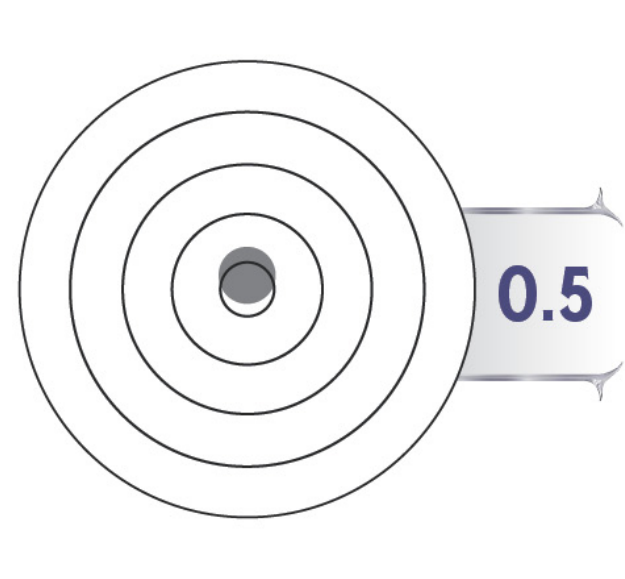
Anyone can dodge Plip-Plop Meteor if they're paying attention to it, but that's not the point. It lasts forever, moving extremely slowly but with terrific homing ability. So, like Core Decoy, it's an extreme hazard for foes to run into on accident, when they're dashing away from one of Kefka's teammates, or avoiding another one of his attacks, or simply moving at an angle where they don't see the threat till they're flying into it.

Kefka's attacks in general are a little less quick, a little less direct, a little longer-reaching, and a little more intentionally irritating than those of other marksman types. Keeping Plip-Plop Meteor active as much as possible goes a long way toward this theme.

Casting Kefka's Plip-Plop Meteor again while it's already in progress closes the first bolide portal and starts a new one.

CORE DECOY

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ↓ + ●	440	Charge duration determines lifespan of decoy. Can move while charging.



Kefka gestures with both hands and conjures a false image of a summoning core. The longer Kefka charges the spell, the longer the Core Decoy lasts.

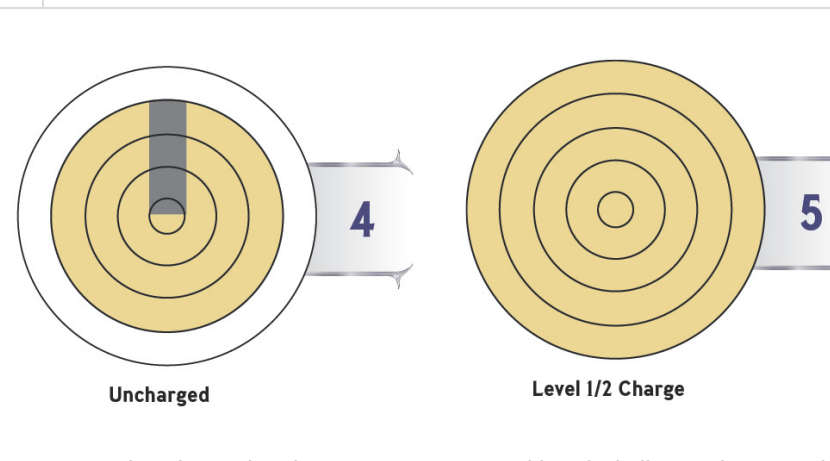
Uncharged, Core Decoys last 10 seconds. At Level 1 charge, 20 seconds. Fully charged, they last 30 seconds. Up to two Core Decoys can be placed at once. Try to place a third decoy, and the first one vanishes.

Core Decoys basically serve as gigantic land mines for Kefka. Any enemy who runs into a Core Decoy will cause it to explode, splashing them with Bravery damage. Meanwhile, Kefka and his teammates can safely stand right next to a Core Decoy, where enemies cannot follow without setting it off. Opposing enemy projectiles don't cause a Core Decoy to burst prematurely, either.

Core Decoys are somewhat useful for their obvious purpose as red herrings, since enemies will sometimes expend a little mental energy wondering whether a Core Decoy is a real summoning core, leaving them momentarily misdirected. But Core Decoys' primary purpose is to serve as Kefka's land mines—as mobile cover, territory control, and traps. The spell-casting time for a max-duration Core Decoy isn't that much longer than for the shorter-lasting version, so it's worth the stretch, unless you're dropping a Core Decoy in a panic to give Kefka an impediment before an onrushing assassin, in which case, of course just get it out there and then run away through it.

ZIGZAG FIRAGA

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ●	96x3, 144(432)	Charging increases fireball range. Can move while charging.



From mid-air, Kefka puts his whole body into a forward pitch, overhand-tossing a curious sparkling fireball. It sizzles toward the target, but a little beyond the halfway point of its travel, it starts behaving erratically to confuse enemies before it sputters out. Across about the last third of its flight path, Zigzag Firaga slows suddenly, surges forward, slows again, then surges one more time.

During this slow-fast-slow-fast portion of the attack, it also happens to reach farther than any other standard neutral ● projectile spell of its kind. The fully charged Zigzag Firaga can chase foes clean off the minimap!

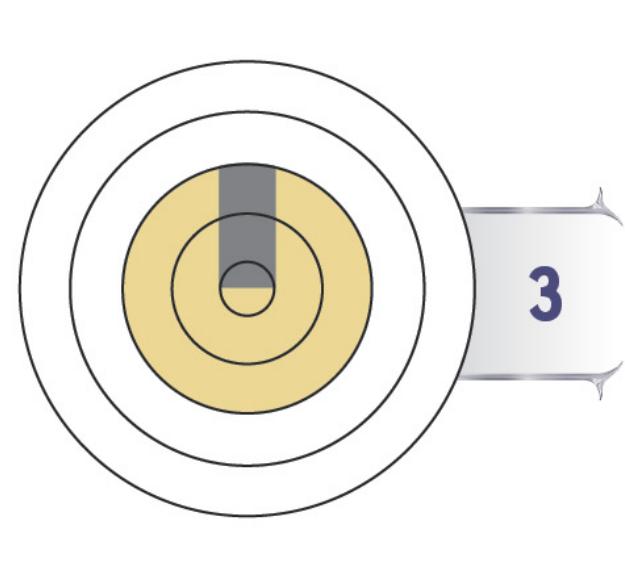
On a successful hit, the fireball slowly hits the enemy three times, holding them in place, before the final hit launches them away. Friends who react quickly can initiate their own attacks on the victim while Zigzag Firaga is holding them in place.

The stutter-speed portion of Zigzag Firaga also incidentally works as a boost to its homing ability at the end; the slow parts prevent the projectile from overshooting targets too badly near the end of its travel, so it may circle back and strike someone it missed on a first pass.

The range and versatility of this spell make it Kefka's mainstay attack. It goes well with long-lasting Meteor and Core Decoy spells.

SNAP-CRACKLE THUNDAGA

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ↑ + ●	57x1~8(57~456)	Charging increases number of lightning bolts. Can move while charging.



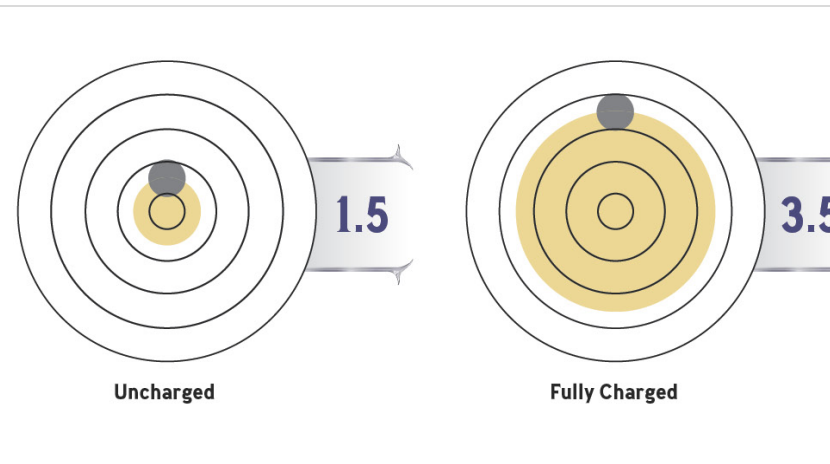
Kefka glides while batting the air before him with both hands, generating more small lightning bolts the longer he waits. On release, the lightning bolts all zip off together, pummeling the target one after another.

Snap-Crackle Thundaga's purpose is to give Kefka a quicker option for striking at mid- to long-range foes, and to give him an option to hold enemies and enable combos for teammates. Snap-Crackle Thundaga is one of very few attacks in *DISSIDIA* that doesn't knock the enemy off their feet when completed. It's for harassing, stalling, and pinning foes, but can't be a finisher on its own.

It does lead to chances for Kefka to potentially self-combo enemies, if Plip-Plop Meteor is chewing its way across the arena first. Cancel out of a Meteor cast with a neutral R1 dash cancel, air-dashing just off the ground at the target, then release R1 in mid-range and charge ↑ + ● (glide around while charging Thundaga as necessary for targeting or evasion). With a little luck and cooperation from the target, Thundaga's eight hits will hold the foe just long enough for the Meteor portal to catch up with them, dumping a rock on top that combos.

BOOM-BOOM ULTIMA

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ↓ + ●	416	Charging increases detonation range. Can move while charging. Draw-in range: 1.



With a flourish, Kefka uses both hands to fire a finger-gun at a down-forward angle, aiming below him. Where he points, uncontrolled magic energy gathers in a wide radius before exploding as an enormous Ultima discharge. Above, during the detonation, Kefka blows magical smoke off his fingers.

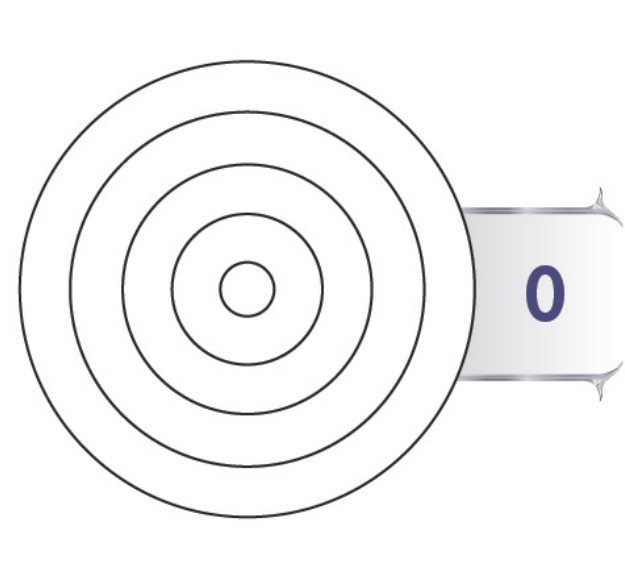
Boom-Boom Ultima is a tricky but powerful attack to learn to use. First, it always goes off below Kefka's height, so if you do it too low to the ground, like just after hopping or when using a neutral R1 dash, the explosion may basically occur underground, harmlessly. So you must learn to use this attack with some clearance under Kefka. Uncharged Boom-Boom Ultima, in a way, strikes the same vector assassins look for when trying to swoop in on unsuspecting prey from above.

The other thing to get used to is that Boom-Boom Ultima doesn't track the target by distance. You must do that, based on how long you charge up the attack. For uncharged, closest-range Boom-Boom, tap the command to center Ultima 1.5 circles away on the minimap. For Level 1 Ultima, charge until Kefka pulses once, putting it 2.5 circles away. Long-range Ultima goes off automatically when Kefka pulses twice while charging, hitting 3.5. Boom-Boom Ultima's splash radius is enormous and has a good chance of catching foes around it in any direction.

The best place from which to aim Boom-Boom Ultima is around double-jump height so the full explosion strikes as an airburst just off the ground, covering lots of airspace too. Boom-Boom Ultima has a mild Draw-in effect just before the explosion goes off, which isn't quite as impelling as Terra's Tornado, but is still nice to have. It'll sometimes get you the rest of the way there on a blast that would otherwise miss by pixels.

KEFKA CANNONBALL

COMMAND	BRAVERY DAMAGE	NOTE
Dashing ●	320	Movement special.



While dashing on the ground or in the air, Kefka suddenly springs forward, propelled by a strange explosion, both hands clasped on his smoking backside in surprise. It seems one of the mad jester's pocketed explosive parlors tricks detonated unintentionally! After trailing smoke over a brief arc that's halfway between a jump and a sidestep, Kefka hops several times at the end to compose himself, patting out flames.

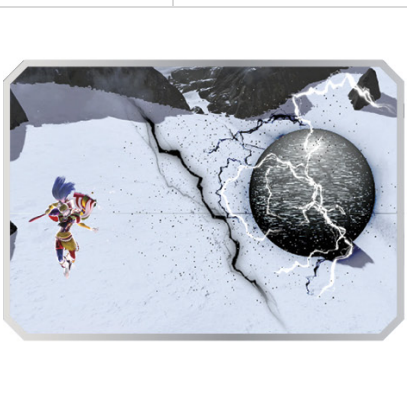
Kefka Cannonball is a special movement-oriented action, not really an attack. No matter which direction Kefka is dashing, he can suddenly literally explode into movement in any other direction, throwing off pursuers and dodging projectiles from any angle. The hopping portion at the end can be canceled by guarding, attacking, jumping, or sidestepping; the only thing you can't cancel Kefka Cannonball's hopping recovery into is another dash.

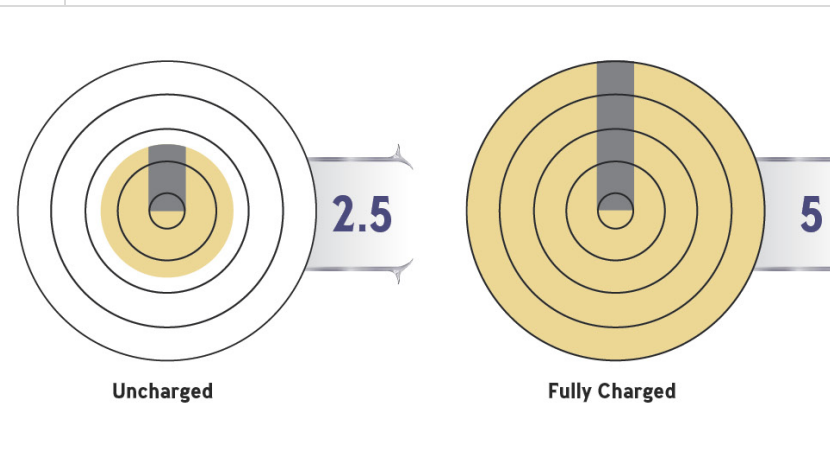
In function, it's somewhat like Onion Knight's Rush, also a special movement out of a dash. Technically, Kefka Cannonball can hit foes, but only when his behind is exploding at the beginning, and only in a limited area, and the Bravery damage isn't great. Think of this as a Kefka-only leaping sidestep, something that aids both his unpredictability and his keepaway game plan.

HP ATTACK BREAKDOWN

FORSAKEN

COMMAND	BRAVERY DAMAGE	NOTE
■	—	Charging increases range. Can move while casting.





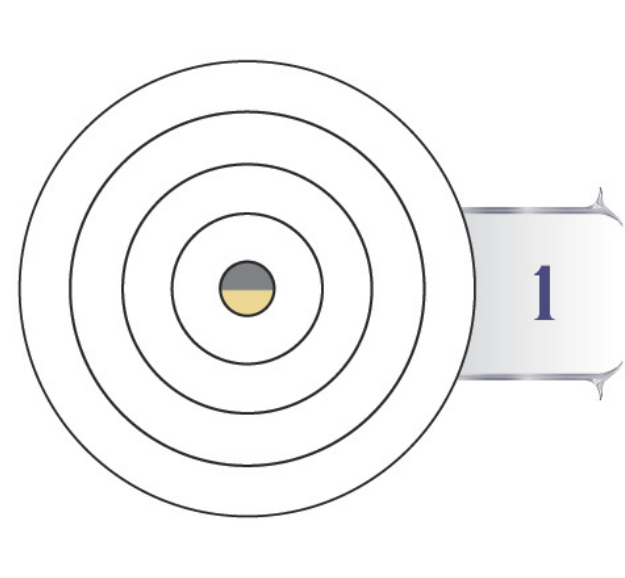
After rearing back and holding his head in seeming agony, Kefka whips upward and launches forward a strange dark spell that warps the fabric of reality around it with static lightning. The dark projectile picks up speed as it goes.

The longer Kefka charges, the farther Forsaken travels. At full charge, it's his longest-reaching HP Attack by far; only fully charged Hyperdrive comes close.

On hit, it not only depletes HP, but also inflicts a debuff called Forsaken. This temporarily lowers victims' HP by 30% for 10 seconds. When characters get hit by HP Attacks, they're rendered invincible for a while as they recover, and this eats up all but the last couple seconds of the Forsaken condition. However, someone recovering from an HP hit can return to the fray faster by attacking, which gives up the remaining invulnerability. In this case, there may be several seconds where this character is easier to KO than normal as a result of having just eaten a Forsaken fireball.

HAVOC WING

COMMAND	BRAVERY DAMAGE	NOTE
■	—	Charging delays strike. Can move while charging.



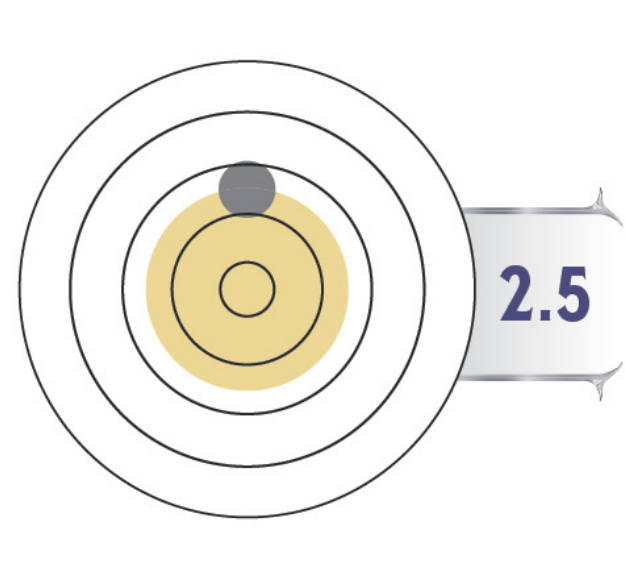
Kefka spins in place in a forward somersault, sprouting enormous, ominous wings. When he releases his momentum, he comes out of the somersault with both fallen angel wings extended far forward, working as melee stabs.

Havoc Wing is the one and only physical move in Kefka's whole repertoire (unless you feel like counting Kefka Cannonball). This enhances his abilities up close and contributes to allied melee combos and wall hits, where normally he's left out, or too busy casting more delayed, devious spells.

Charging Havoc Wing doesn't extend the range or up the damage; it just delays the hit and allows for movement during the preparatory spin.

TRINE

COMMAND	BRAVERY DAMAGE	NOTE
■	—	Charging increases number of attacks. Inflicts Trine.



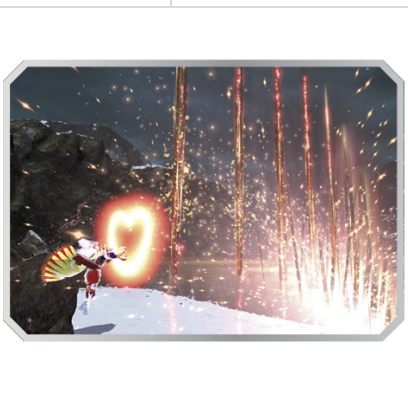
Kefka capers with his hands joined above his head, arms forming a triangle, until actual triangles begin appearing out of thin air around the victim, stabbing them and erasing HP. The longer Kefka charges Trine before unleashing the spell, the more times Trine strikes at enemies. One group of triangles appears to strike uncharged, two groups at Level 1 after a single charging pulse, and three groups fully charged.

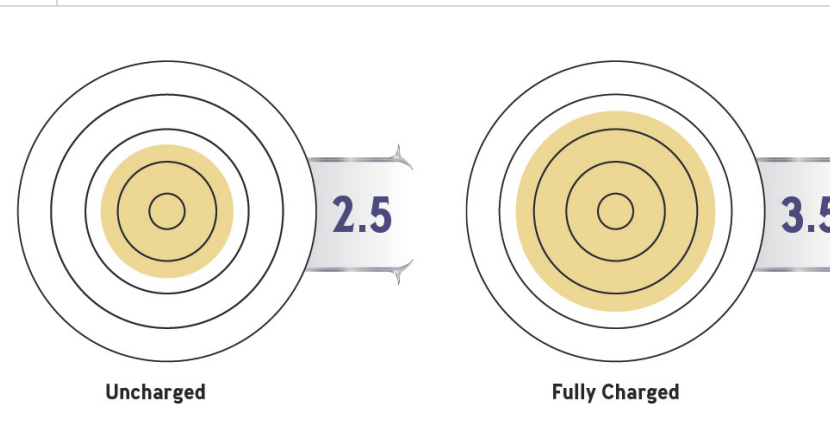
When it hits, Trine inflicts a unique debuff called Trine. For 10 seconds, the enemy's screen is darkened as with Blind, and they cannot use common EX Skills (this isn't quite Silence, since Silence also disallows unique EX Skills).

Trine isn't as quick as Kefka's other HP Attacks, especially if you charge it. But it's tricky and flexible, and when you do charge it up all the way, it's more like three HP Attacks in a row. Trine triangles are precision strikes; they don't shatter in grand explosions that might splash the whole team in addition to the intended target. But opponents must keep moving to dodge all the stages, and Kefka's charge mechanic creates uncertainty about how many stages they'll have to dodge. Couple that with a previous cast of Kefka's crazy Meteor spell advancing toward them, plus Kefka's teammates swarming, plus maybe a friendly summon afield, and it's easy to see how Trine's triple triangle groups can end up clipping many enemies.

HYPERDRIVE

COMMAND	BRAVERY DAMAGE	NOTE
■	—	Charging increases range. Can move while charging.





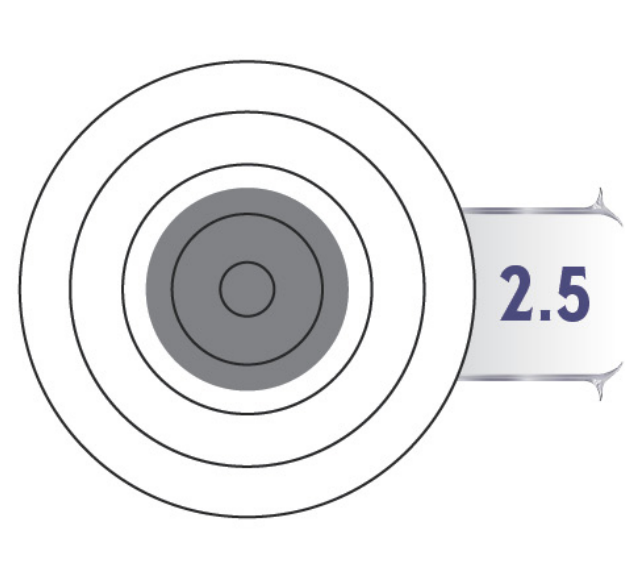
Kefka cavorts in a circle, clapping and charging energy, then releases it as a pillar of ferocious energy as he uses his hands to project a flaming heart into the air in front of him. Kefka's more than a little nuts. In any case, this shockwave speeds toward the opponent with good tracking, erasing HP on hit.

Charging Hyperdrive for longer sends the shockwave farther. The tall shockwaves can also easily glance dashers and jumpers above. Although there's nothing unique about a shockwave-style HP Attack compared to Kefka's other options, the classics never die. This is always a strong option to take into battle to add extra bite to his mid-to-long-range attack.

EX SKILL BREAKDOWN

HEARTLESS ANGEL

COMMAND	BRAVERY DAMAGE	NOTE
△	—	90-second cooldown. Charging increases number of debuffs. Can move while charging.



Kefka rears up, bearing the false halo born of esper experimentation and torture, and unleashes a nauseating wave of disabling energy. Any foes overcome by this wave will have various debuffs inflicted on them. The amount and types of debuffs they suffer depend on how long Kefka charges his special EX Skill. At any charge level, Heartless Angel has enormous range, easily capable of debuffing the entire opposing team at once if they're fighting in the same area.

This terrific EX Skill fits in with Kefka's capricious, random nature. To make it truly devastating, you'll want to hit the opponent with the fully charged version, which should trigger an enormous turning of the tide for your team. However, if Kefka is interrupted while charging for a better Heartless Angel version, he loses the EX Skill altogether and is forced to sit through another cooldown. You must decide how safe you feel charging up Heartless Angel near the other team. This EX Skill has incredible area-of-effect range centered on Kefka, yet that's still closer than he normally likes to engage enemies.

HEARTLESS ANGEL DEBUFFS

CHARGE LEVEL	DEBUFF	DURATION	EFFECT
All levels	Confuse	5 seconds	Reverse controls
All levels	Silence	10 seconds	Disable EX Skills
Level 1	Blind	10 seconds	Darken screen
Level 1	Imp	20 seconds	Severe stat reduction
Level 2	Sleep	2 seconds	Can't act
Level 2	Poison	20 seconds	Bravery slowly reduced

BATTLE PLAN

The lunatic Kefka is not only a gifted and ruthless general and tactician, but also a top-shelf sorcerer. Kefka's unhinged, mischievous personality adds a unique character to his spells, too. These aren't the relatively direct nukes of most spell-wielding marksmen. Kefka's spells have odd timings and effects, which he can make more confusing by varying how much he charges them.

This means that ideally Kefka wants space and prep time so he can pick targets and charge sufficiently without being under immediate pressure. On top of simply dashing to the desired spell-slinging spot, Kefka also has the Kefka Cannonball move, which gives him an extra, sudden mobility option to use when retreating from foes and dodging attacks.

Core Decoys can also be used as a defensive tool when crowded in with enemy melee fighters. When under immediate attack, there's no need for charging; just set down two of the 10-second version and then work to keep them between you and assailants, taking the opportunity to dash away on the other side of the core blockade if it's safe.

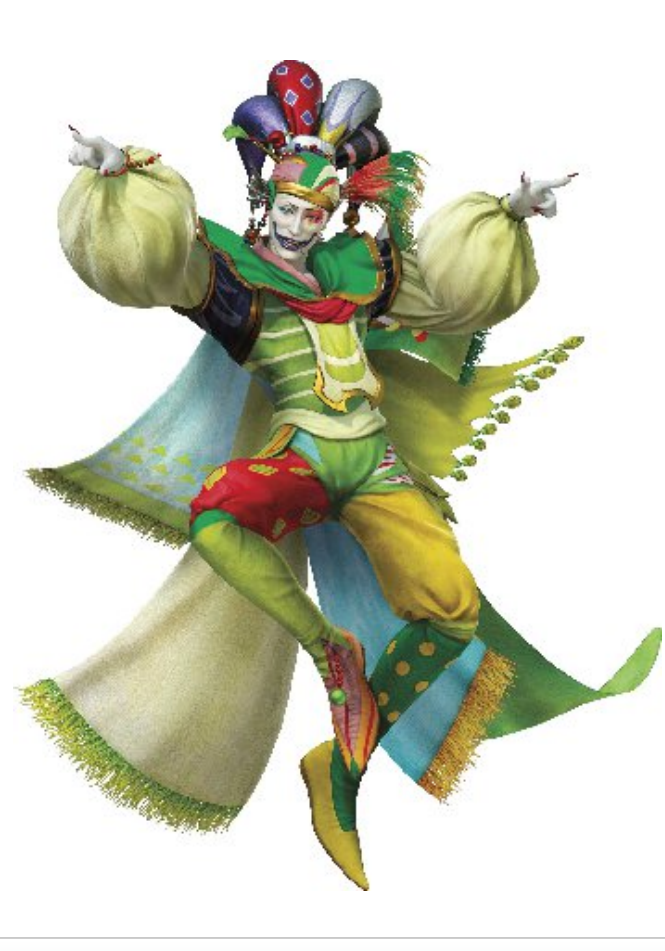
Apart from dropping cores as explosive barriers and using the Havoc Wing HP Attack, Kefka is at a loss in close-quarters battles. Your goal is to juke and run to long range, where he can set up shop effectively.

The first thing to do from afar is to cast Plip-Plop Meteor. This can pay off later in ways you never expected, depending on how and where enemies run into it. Even if all it does is force enemies to divert, it serves a useful purpose by asserting control of the space around it. In between taking opportunities to refresh Meteor here and there, there's plenty of time to back it up with Blizzaga Blitz and Zigzag Firaga for quicker, direct projectiles, or fully charged Boom-Boom Ultima to mix in a different kind of area control. All the while, Meteor might end up scoring glancing blows.

Continue adjusting your base of operations to keep your melee allies in the middle and your foes on the other side of the minimap. When skirmishes erupt between fighters in the middle, chipping in with charged-up Snap-Crackle Thundaga can help vanguards and assassins score combos and HP killshots, as the bolts shock someone in place. Boom-Boom Ultima also works great as a long-range bombing option to drop into such groups when multiple foes are present. It has such an enormous blast radius that duos dueling your vanguard might not have time to get out. Zigzag Firaga works well at any range to contribute behind allies, perhaps setting up hits or chipping into chains in progress.

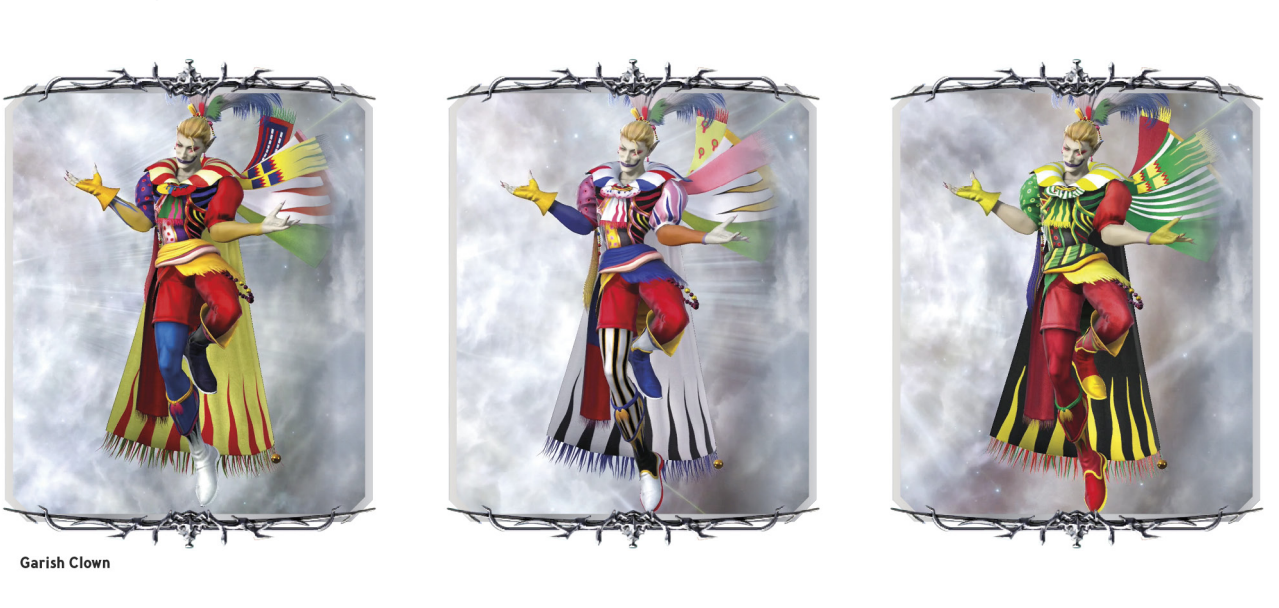
This is also the range where charged-up Hyperdrive and Forsaken HP Attacks can catch distracted enemies by surprise, depleting their HP and racking up points for the team. An HP Attack plowing into the opposition will also pry them off your teammates, if needed.

You'll want to get more aggressive only in certain situations. One is if you're sporting the Havoc Wing HP Attack, which is Kefka's closest-range move. This gives him bite if he's rushed down by assassins, and it's a great option to tack onto nearby ally combos and wall hits. Another such situation is when Heartless Angel, his EX Skill, is ready. This is a huge debuff explosion centered on Kefka himself, and it requires a bit of charge time if you really want to set back the other team for a while. Like Warrior of Light's Holy Chain, this EX Skill can swing the entire match if your teammates take full advantage of the situation.

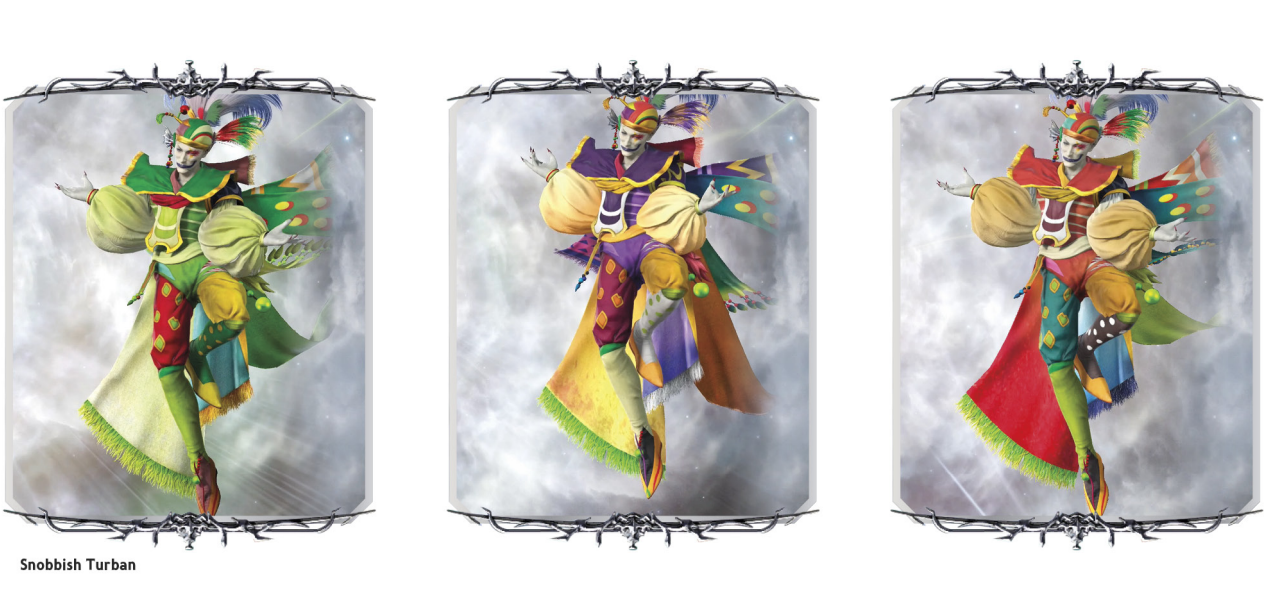


GALLERY

APPEARANCE

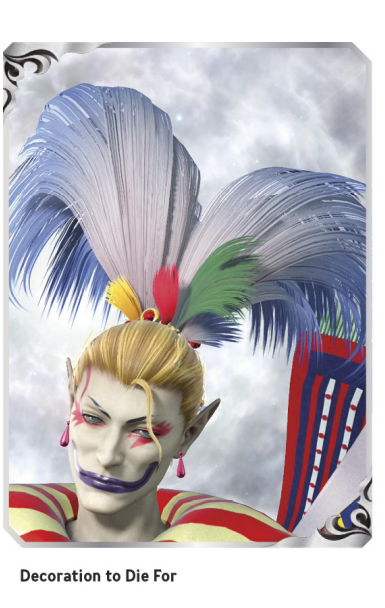


Garish Clown

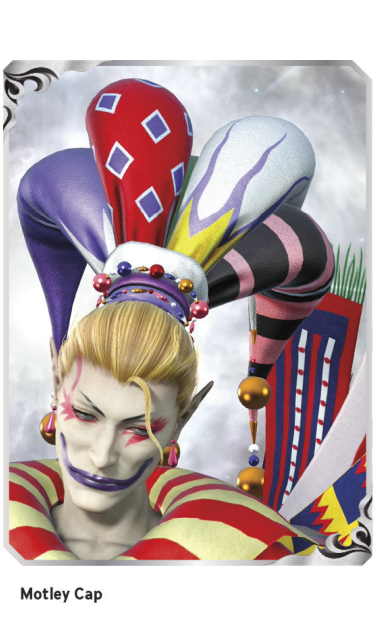


Snobbish Turban

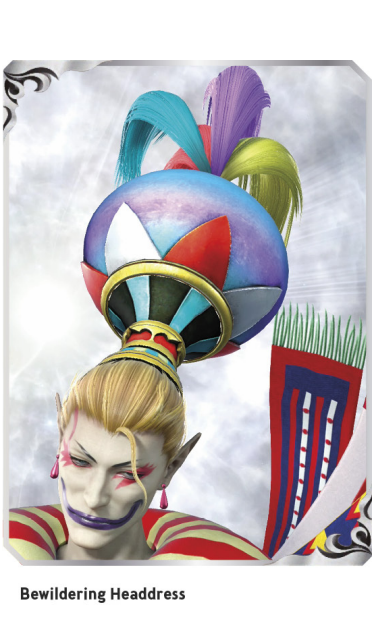
WEAPONS



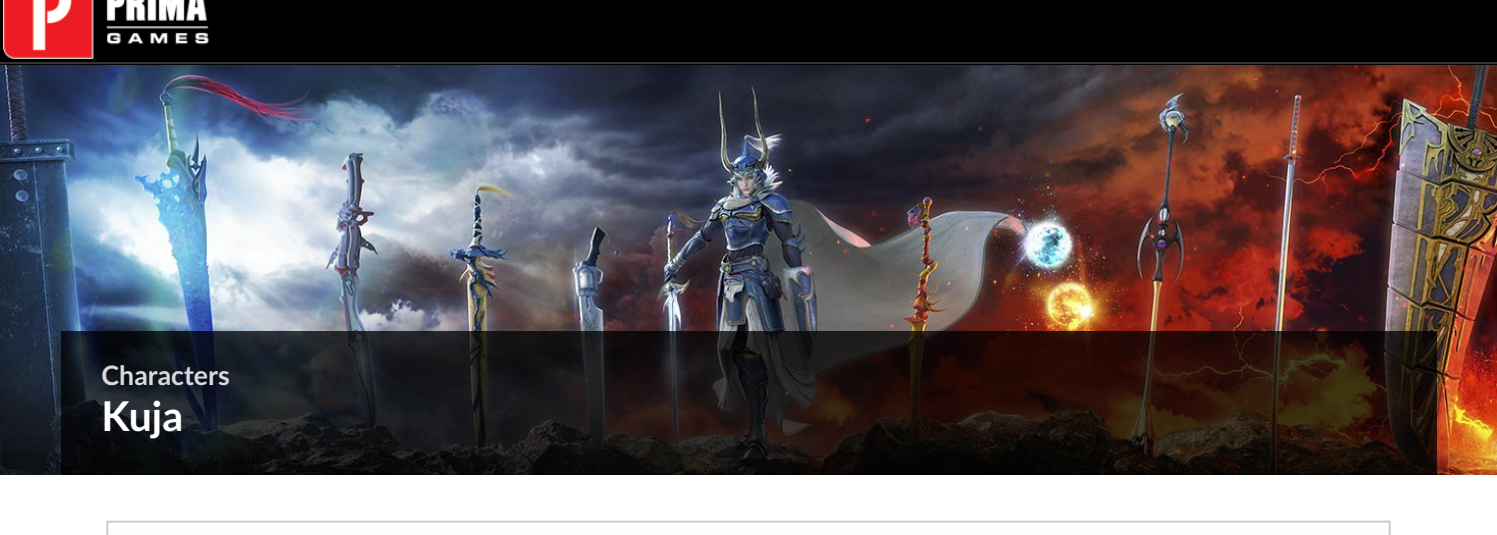
Decoration to Die For



Motley Cap

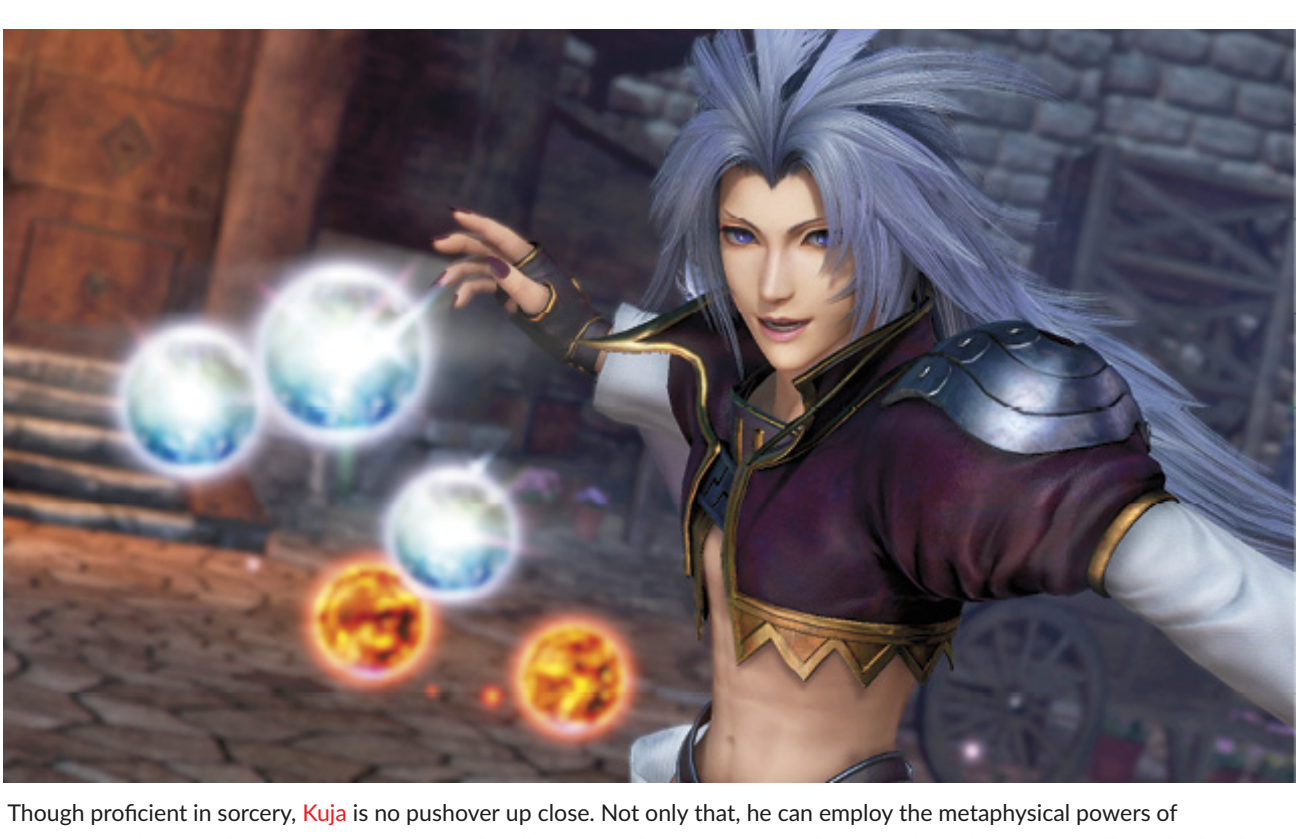


Bewildering Headdress


Characters

Kuja

ASSASSIN



Though proficient in sorcery, Kuja is no pushover up close. Not only that, he can employ the metaphysical powers of Discarnate Chorus to bestow boons upon nearby allies. Keep changing your angle of attack, and your foes will get the hook.

Original Appearance: *FINAL FANTASY IX*

Year: 2000

Role: Kuja is an egotistical sorcerer with deep ambitions. While under the command of his master, Garland, Kuja learns of the mythical beasts known as Eidolons, creatures manifested from the memories and mythologies of peoples past. Kuja decides to harness the power of Eidolons in order to achieve his goal of ruling the planet.

Ready your weapons if you don't want to die.

I won't have to be afraid anymore...

Other Noteworthy Appearances: *DISSIDIA FINAL FANTASY* (2009), *DISSIDIA 012 FINAL FANTASY* (2011), *Theatrhythm FINAL FANTASY* (2012)

ARSENAL

BRAVERY ATTACKS

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Astral Onslaught	Grounded	● > ● > ●	128, 160, 208 (496)	0.5	Use your orbs to trap your foe in a flurry of close-range attacks.
Eruption	Grounded	↑ + ● > ●	192, 272 (464)	1.0	Unleash a pair of fiery explosions in your opponent's direction.
Flarestorm	Grounded	↓ + ● (chargeable)	416 / 432 / 448	0.0	Cause a fiery torrent to launch you upward.
Angelic Advance	Dashing (Grounded)	●	48x8+ 80 (464)	1.5	Envelop yourself in the magic of your orbs before charging toward your foe.
Infernal Whip	Airborne	● > ● > ●	128, 160, 208 (496)	0.5	Use flare orbs to trap your foe in a flurry of close-range attacks.
Sublime Ascension	Airborne	↑ + ● > ●	96x2, 256 (448)	1.0	Draw in an opponent above you with your holy orbs before sending them flying with a crushing blow.
Crusade	Airborne	↓ + ● > ●	96x2, 256 (448)	1.0	Draw in an opponent below you with your holy orbs before sending them flying with a crushing blow.
Igneous Zeal	Dashing (Airborne)	●	48x8+ 80 (464)	1.5	Bolt at your target with a dashing assault, assisted by the Flare spell.

HP ATTACKS

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE (NORMAL / CHARGED)	CAPSULE DESCRIPTION
Flare Star	Anytime	■	144	1.0	Encircle foes with mystic orbs that converge in a devastating explosion.
Seraphic Star	Anytime	I (chargeable)	–	1.5 / 2.5	Spawn a sphere of holy light that draws foes in before detonating. Draw-in range: 0.5.
Symphonic Force	Anytime	■	160	0.5	Cleave nearby foes with the forces of light and flame.
Ultima	Anytime	■	12x9 (108)	2.0	Bombard a distant foe with a barrage of arcane projectiles.

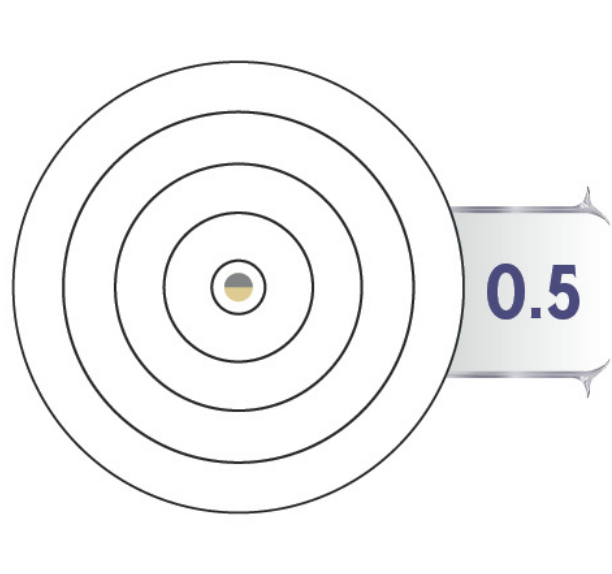
EX SKILLS

NAME	STATE	COMMAND	RECAST TIME (LEVEL 1 / LEVEL 2 / LEVEL 3 / LEVEL 4)	RANGE	CAPSULE DESCRIPTION
Discarnate Chorus	Anytime	▲	20 / 25 / 30 seconds	2.0	Bolster the attributes of nearby allies, enhancing their damage, defense, and speed. Boosts your EX Skill gauge regeneration rate.
Soul Resonance	Trance	▲ during Trance	40 seconds	2.0	Bolster all three attributes of nearby allies. Boosts your EX Skill gauge regeneration rate.

BRAVERY ATTACK BREAKDOWN

ASTRAL ONSLAUGHT

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ● > ● > ●	128, 160, 208 (496)	Can move while attacking. Can force-combo second hit.



Kuja flings his holy orbs three times in succession at a nearby foe, sending them past mid-range.

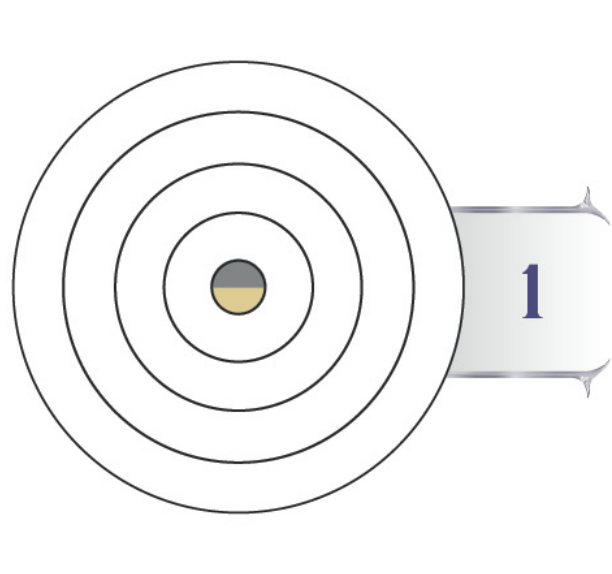
While Kuja uses different elemental magic for his grounded and airborne neutral ● attacks, they're essentially the same attack, sharing identical damage and range properties and only differing aesthetically.

As a sorcerer, Kuja uses ranged attacks, but since he's classified as an assassin, his attacks are primarily designed for use within melee distance. This makes him a unique type of assassin—you don't have to fully commit into point-blank range to inflict Bravery damage on your opponents.

Astral Onslaught and Infernal Whip lack vertical tracking, but they're fast projectiles you can use to follow up on team combos, wall pins, or to simply tag nearby foes and knock them away past mid-range. Most of Kuja's orb attacks have a strafing property, allowing you to move while casting. In conjunction with its "force combo" ability on its second input, you can move freely while throwing out the first two orbs. This is effective for throwing out preemptive "feeler" hits against enemies just outside your range, and if they hit, you can complete the combo.

ERUPTION

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ↑ + ● > ●	192, 272 (464)	Can move while attacking.



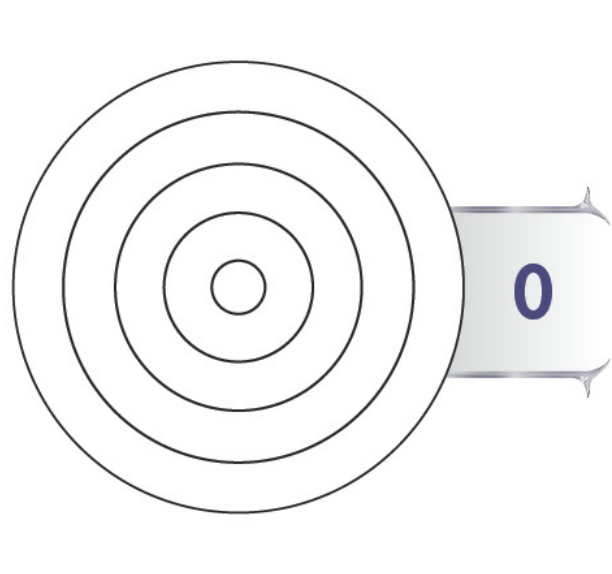
Kuja blasts the enemy with two far-reaching Flare spells.

Eruption is a close- to mid-range attack that covers more horizontal distance than Astral Onslaught while also boasting better vertical tracking, and with only a slight disadvantage in speed.

This is your main attack for most ground-based skirmishes, thanks to its reach and relative safety. Kuja can fire his flare orbs upward at a 45-degree angle (around one jump height), so it's a versatile, non-committal attack for both a ground-to-ground and ground-to-air assault.

FLARESTORM

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ↓ + ● (chargeable)	416 / 432 / 448	Can move while attacking. Charging increases jump height and damage.



Kuja launches high into the air with the aid of the Flare spell, devastating foes in his flight path.

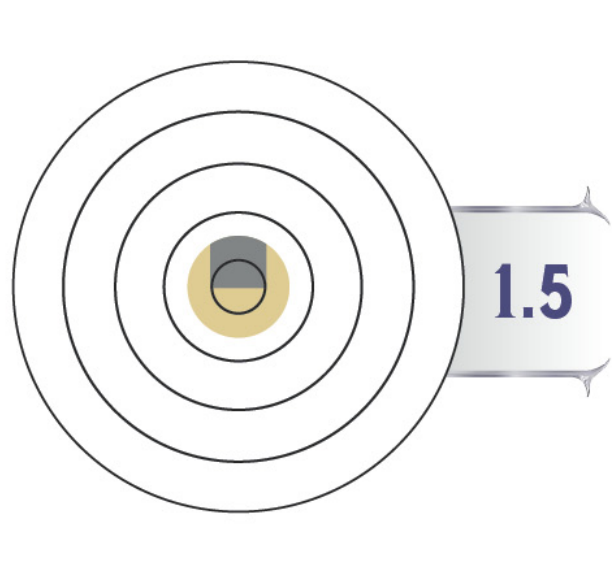
While this unique Bravery Attack offers no horizontal range, it makes for an excellent mobility option and anti-air attack against foes above you.

As an assassin, Kuja's greatest strengths are speed and mobility, and Flarestorm augments these strengths well. It can be considered a "super jump," replacing your normal jump while retaining your ability to double- and triple-jump when airborne. And because Kuja is an excellent aerial fighter with Bravery Attacks explicitly designed for air-to-air and air-to-ground use, Flarestorm is a crucial tool in his arsenal.

Flarestorm can be charged by holding ● to extend your jump height. After about a full second of charge, you can double your jump height, from where you can get a bird's-eye view of the battlefield.

ANGELIC ADVANCE

COMMAND	BRAVERY DAMAGE	NOTE
Dashing (Grounded) ●	48x8+ 80 (464)	Cannot be dash canceled.



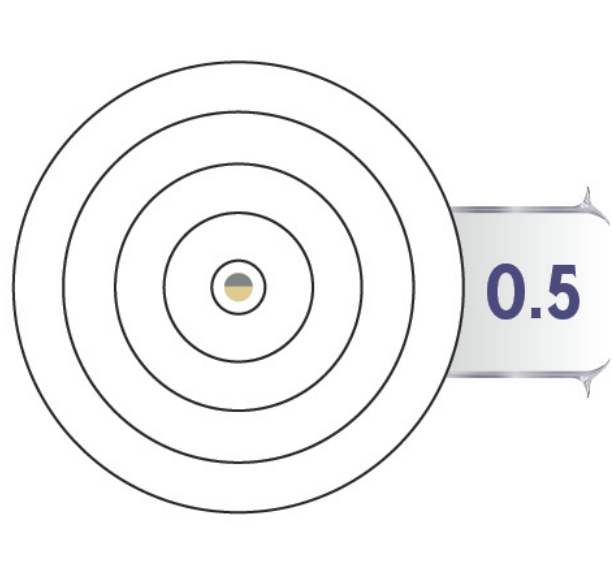
Kuja, clad in his holy orbs, charges headfirst and crashes into his foe, knocking them past mid-range.

Angelic Advance is a linear horizontal attack, prime for chasing down fleeing enemies on the ground. However, it offers no vertical tracking, so it's strictly for use as a dashing ground-to-ground engagement, with a reach that extends slightly beyond that of Eruption. However, if your target is airborne around jump height, Eruption becomes a better option.

Angelic Advance and Igneous Zeal (dashing airborne ●) are excellent wall-pinning attacks but cannot be dash canceled (although they can be evasion canceled).

INFERNAL WHIP

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ● > ● > ●	128, 160, 208 (496)	Can move while attacking. Can force-combo second hit.



While airborne, Kuja unleashes a swift three-hit combo with his flare spheres on a nearby foe.

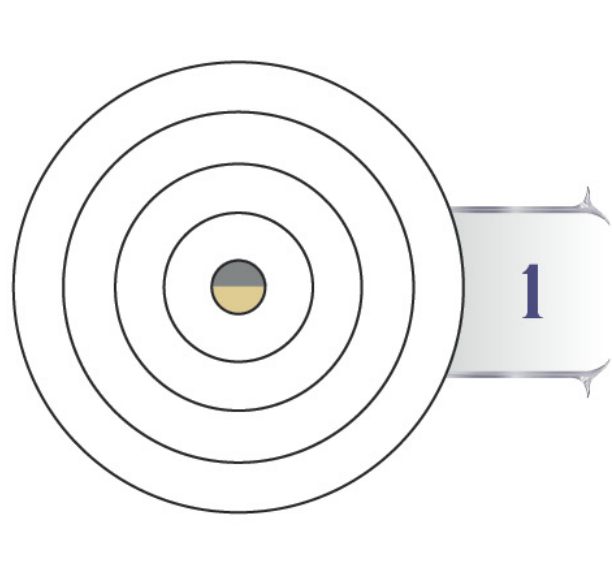
Infernal Whip is the airborne version of Astral Onslaught, with flare spheres instead of holy orbs. Both are used for the same purpose: to follow up team combos and wall pins and to quickly strike enemies within melee range.

As you can move while casting the entire sequence, you can slightly adjust the range of the second and third attacks. This makes it possible to miss the third hit even if you hit with the second, so be mindful of your movement while firing off Infernal Whip and Astral Onslaught. To guarantee the third hit, you can move forward while casting.

Most of Kuja's orb attacks, like Astral Onslaught and Infernal Whip, can be used to hold foes in place, allowing for team combo follow-ups. Instead of executing the complete three-input sequence, you can stop after the second hit to allow a teammate to capitalize on your opening, as the enemy is left stunned for a short duration.

SUBLIME ASCENSION

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ↑ + ● > ●	96x2, 256 (448)	Can move while attacking.



Kuja sends his holy orbs at a steep upward angle, plucking enemies out of the air and hurling them away.

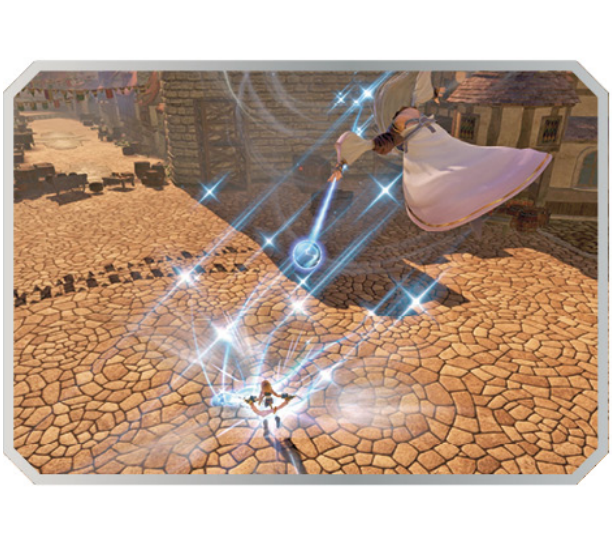
Kuja's toolkit includes two unique high-verticality attacks that reach high above and well below him. These attacks are primarily meant to give you a strong advantage in aerial dogfights, with great reach in either direction.

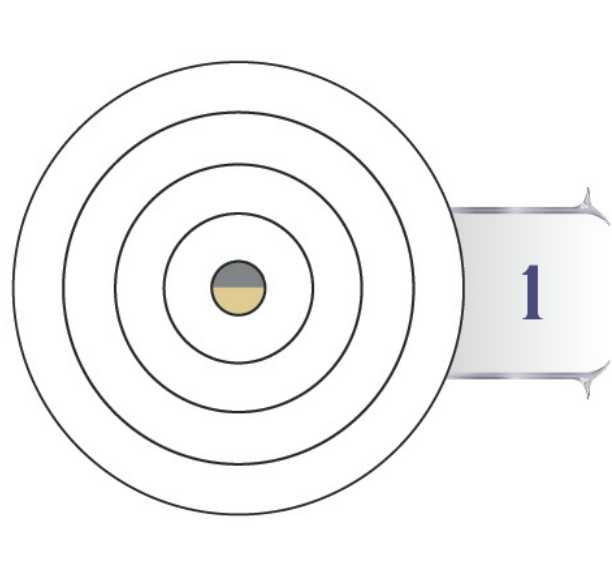
Mastering the use of both of these airborne attacks (↑ + ● and ↓ + ●) is vital to optimizing your damage output as an assassin. With an arsenal that includes Flarestorm, his triple-jump, and these two angled attacks, Kuja makes for an incredibly powerful aerial assassin.

Use Sublime Ascension to strike enemies above you—it reaches up to roughly double-jump distance.

CRUSADE

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ↓ + ● > ●	96x2, 256 (448)	Can move while attacking.





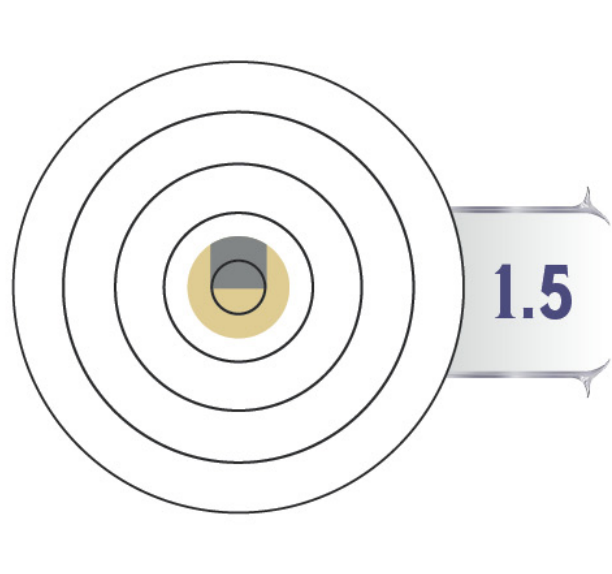
From an aerial advantage, Kuja throws out three lashes of his holy orbs below him, knocking opponents out of the air.

Crusade is a complementary attack to Sublime Ascension and is your main tool for aggressing upon grounded enemies while you're airborne.

Since much of your time is spent in the air, this is one of your best attacks, giving you a distinct advantage against grounded foes (particularly ones who don't have strong verticality attacks).

IGNEOUS ZEAL

COMMAND	BRAVERY DAMAGE	NOTE
Dashing (Airborne) ●	48x8+ 80 (464)	Cannot be dash canceled.



Kuja charges toward an enemy, slamming them with his flare orbs and hurling them away past mid-range.

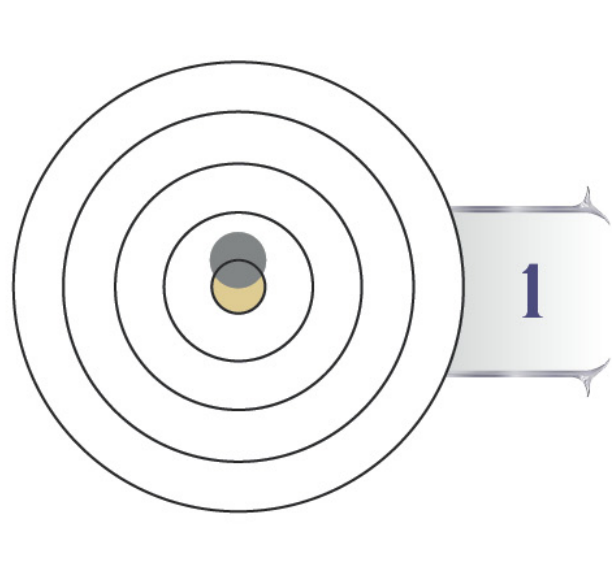
Igneous Zeal is a melee-engagement attack with slight vertical tracking, effective for chasing airborne foes. Like Angelic Advance, it covers more horizontal distance than most of your projectile attacks, giving you more reach at the risk of putting you into the melee range of the enemy.

Use Igneous Zeal to quickly close in on targets from a dash cancel technique. For instance, as a follow-up to wall-pinning an opponent with Infernal Whip, or to capitalize on an ally's stunning ranged attack.

HP ATTACK BREAKDOWN

FLARE STAR

COMMAND	BRAVERY DAMAGE	NOTE
■	144	Can move while attacking.



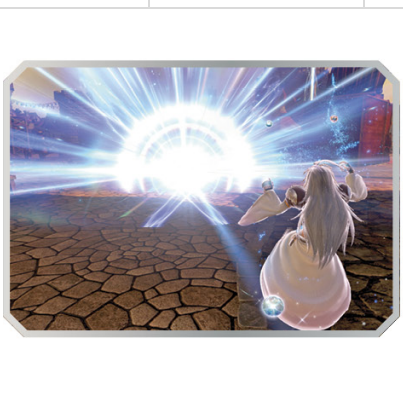
Kuja conjures a star of large mystic orbs around his target, instantly stunning them before imploding.

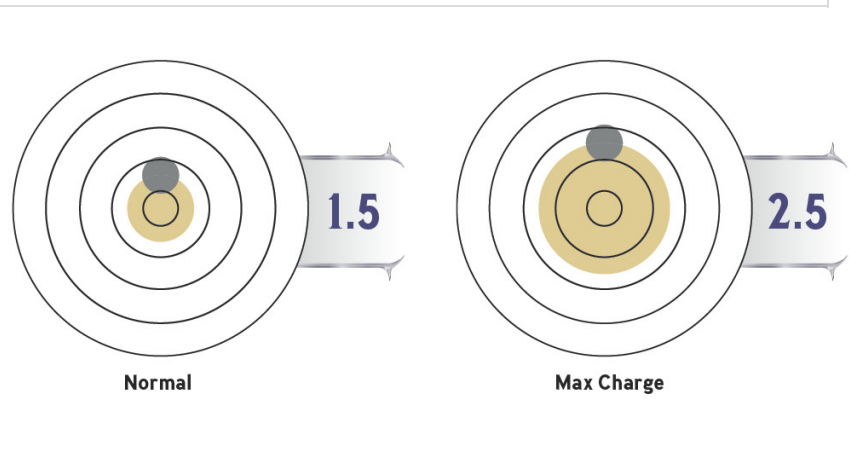
Flare Star is a swift close-range HP Attack that deals moderate Bravery damage almost instantaneously. It allows you to be extremely aggressive within melee range and gives you an unguardable option against foes who are inclined to put up their guard barrier.

While it has an incredibly fast start-up time, it lacks in verticality, so it's important to stay level with your target to accurately place your Flare Star on them.

SERAPHIC STAR

COMMAND	BRAVERY DAMAGE	NOTE
■ (chargeable)	–	Charging increases range. Can move while attacking. Draws enemies in before detonating. Draw-in range: 0.5.





Kuja releases a holy-based projectile that quickly evolves into a radiant energy, drawing in nearby foes before detonating them into orbit.

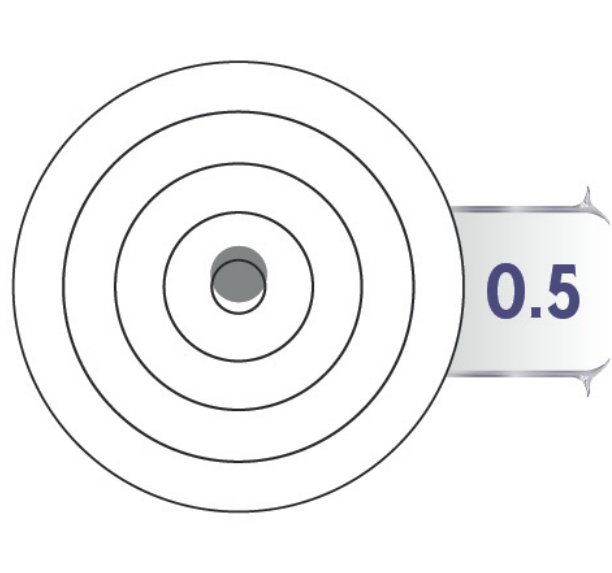
Although Kuja fires off a small projectile at his target, the projectile cannot hit enemies on its own. It transforms into a black hole-like energy that pulls your opponents within its radius before dealing HP damage to them.

Seraphic Star can be charged by holding ■, increasing its maximum range before transformation. It's an exceptional mid-range area-of-effect attack, potentially devastating multiple opponents.

This attack covers a substantial amount of horizontal range (especially charged), with moderate vertical tracking upon release. At around jump height, it can hunt grounded enemies from past mid-range, and it's particularly effective against clumps of foes, thanks to its draw-in effect and large effective area.

SYMPHONIC FORCE

COMMAND	BRAVERY DAMAGE	NOTE
■	160	–



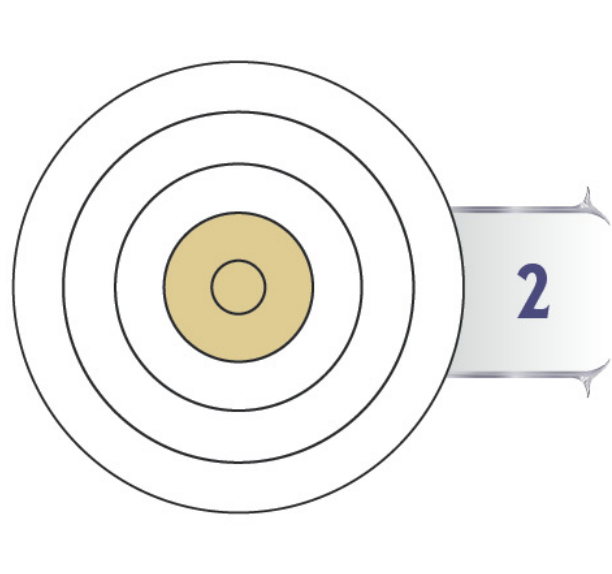
Kuja swiftly slashes at an enemy in front of him with the power of both Holy and Flare, then causes a devastating detonation that hurls his victim past mid-range.

Symphonic Force is a high-damage, high-speed melee attack. Its reach is severely restricted to essentially point-blank melee range, but it's his fastest HP Attack by far.

Select Symphonic Force if you want to play a hyperaggressive assassin style. Mix up your opponents in close-quarters combat with Astral Onslaught, Infernal Whip, and Symphonic Force, forcing them to guess between guarding your quick Bravery Attacks and evading your speedy unguardable HP Attack.

ULTIMA

COMMAND	BRAVERY DAMAGE	NOTE
■	12x9 (108)	Can move while attacking.



Kuja casts his own version of the iconic Ultima spell, causing a pouring rain of spears of light to crash down on his foe.

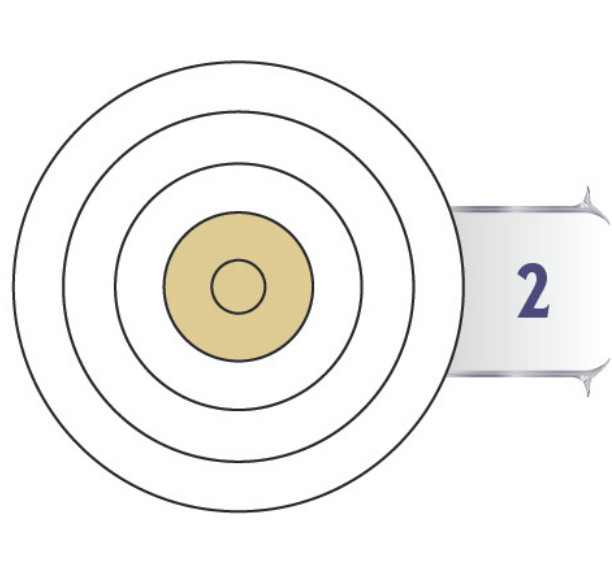
Ultima has a relatively long cast time but dishes out a plethora of Bravery-damaging projectiles that stun enemies in place before the attack finishes with its HP-damage hit.

As a mid-range threat called down from above, Ultima can be cast on any foe within range, regardless of their positioning. However, it's a relatively difficult ability to successfully connect with without properly setting it up, since foes can simply move away from beneath the portal. Thus, its main strength is that it gives you a ranged ability that reaches farther than any of your other attacks, allowing you to follow up on team attacks from a distance.

EX SKILL BREAKDOWN

DISCARNATE CHORUS / SOUL RESONANCE

COMMAND	BRAVERY DAMAGE	RECAST TIME LEVEL 1 / LEVEL 2 / LEVEL 3 / LEVEL 4)	NOTE
▲	–	20 / 25 / 30 / 40 seconds	Attributes chosen at random (at levels 1 and 2). Number of buffs and duration increase with subsequent use.



Kuja uses his sorcery to augment his nearby allies' power, speed, and defense.

Discarnate Chorus, Trance, and Soul Resonance are the components that make up Kuja's unique EX Skill mechanic.

There are three levels of Discarnate Chorus, with each subsequent cast having a stronger effect, a longer buff duration, and additional applied buffs (chosen randomly between damage, defense, and speed). After the third cast, you gain Trance. When you use Discarnate Chorus while Tranced, it becomes Soul Resonance (essentially, a maxed-out version of Discarnate Chorus). Additionally, every version of Discarnate Chorus applies an EX Skill gauge regeneration buff that applies only to you, increasing your passive EX Skill regeneration rate while attacking.

Its area of effect reaches up to the second minimap circle, so be mindful of where your teammates are on the minimap before you commit to using Discarnate Chorus/Soul Resonance.

For details, see the following Trance and Soul Resonance sidebar.

TRANCE AND SOUL RESONANCE

Kuja's unique Trance mechanic is activated after you cast his unique EX Skill, Discarnate Chorus, three times in a match without being incapacitated.

Trance is a complementary buff that, on its own, doesn't affect your stats. Trance simply signifies your ability to cast Soul Resonance (instead of Discarnate Chorus) the next time you use your unique EX Skill. Soul Resonance increases all three attributes of nearby allies by 25% for 15 seconds, giving your team a dramatically inordinate combat advantage.

Kuja's Trance buff is lost when you're defeated, resetting your Discarnate Chorus stacks and forcing you to start the process over.

DISCARNATE CHORUS LEVEL	RECAST TIME	BUFF DURATION	ATTRIBUTE POWER INCREASE	NUMBER OF ATTRIBUTES BUFFED
Level 1	20 seconds	10 seconds	6%	1
Level 2	25 seconds	12 seconds	12%	2
Level 3	30 seconds	15 seconds	18.75%	3
Level 4 (Soul Resonance)	40 seconds	15 seconds	25%	3

BATTLE PLAN

Assassins are generally tasked with utilizing their speed to take down vulnerable enemy targets. Kuja's sorcery-based ranged attacks and support-heavy utilities make him a particularly unique assassin, emphasizing team coordination and buffing your squad's combat abilities.

Kuja offers support, not only through empowering his allies with Discarnate Chorus and Soul Resonance, but many of his attacks serve as exceptional team combo openers. For instance, his grounded and airborne neutral ● (Astral Onslaught and Infernal Whip) are swift three-hit orb combos that briefly lock enemies in place. With these attacks, you can stop the combo at two hits (● > ●) to give your teammates time to come in and capitalize on your victim with Bravery and HP combos of their own.

As you and your squad play a distanced standoff game (normally at the start of a match), your aggressive options are limited (unless you have Ultima or Seraphic Star equipped). Thus, you should play around your own marksman, following up on their attacks with your grounded and airborne dashing ● rush attacks (Angelic Advance and Igneous Zeal).

In close-quarters skirmishes, your main advantage combat-wise is your air superiority. As a spell-based assassin, you can utilize airborne ↓ + ● (Crusade) to exploit a kind of "high-ground" advantage, as this attack has an explicit downward attack angle designed to tag opponents beneath you. Kuja's vertical mobility is further enhanced thanks to his Flarestorm attack. While it's not an easy attack to land on its own, it doubles as a high jump, replacing your normal ground jump to allow you to launch high into the sky for a better bird's-eye view of the battleground. Airborne ↑ + ● (Sublime Ascension) is a situationally effective attack for taking out foes above you. The first two hits of Crusade and Sublime Ascension have a draw-in effect; on hit, your holy orbs pull the opponent toward you, allowing for a combo finish—or, ideally, you can opt to leave the enemy stunned in front of you for a potential team combo.

Kuja's most essential tool is his unique EX Skill, Discarnate Chorus and Soul Resonance. This mechanic encourages safe play, since the stacking effect of casting Discarnate Chorus successively requires staying alive, which makes survival crucial. Kuja's plethora of ranged attacks complements this style of play. One of your main goals as Kuja is to use Discarnate Chorus as many times as possible, affecting as many teammates as possible. The first two levels randomly apply one of the three combat attributes (damage, defense, speed) to teammates in range, while the third and fourth (Soul Resonance) apply all three. Furthermore, the power increase of each is incrementally augmented. For example, Discarnate Chorus Level 1 damage boost increases damage by 6%, while Soul Resonance increases damage dealt by 25%. Essentially, your overall team performance and efficiency scale drastically with subsequent casts, so playing around your unique EX Skill is key.

All this makes Kuja a highly skill-dependent character that excels in the late game. It takes Kuja half the length of a match to reach maximum Soul Resonance potential, so if he dies prematurely, he may never get the opportunity to utilize one of his best assets. Trance form also turns Kuja into a giant glowing beacon, as the opposing team is even further incentivized to take him out. Kuja's team can play around this fact by posturing defensively and taking advantage of bloodthirsty opponents.

Kuja's varied set of HP Attacks allows for distinct styles of play, ranging from hyperaggression with Symphonic Force and Flare Star, to a support- and control-centric style with Seraphic Star and Ultima. Although they're close-range attacks, Flare Star and Symphonic Force are excellent follow-ups for wall pins and team combos, thanks to their speed. To emphasize support and supplement a Trance-based playstyle, Ultima and Seraphic Star are versatile mid- to long-range attacks you can use to force out enemy mistakes from a safe distance.

Although Kuja is classified as an assassin, his main strengths are in his support-style toolkit. His EX Skill bolsters the entire party's attributes, and his attacks are speedy spells designed to set up team combos, thanks to their draw-in and lockdown effects. Kuja is heavily reliant on knocking opponents into surfaces. His attacks tend to send the target flying away, so he does not have very much solo-combo potential without a nearby wall.

GALLERY

APPEARANCE

Angel of Death

Cloaked Anchorite

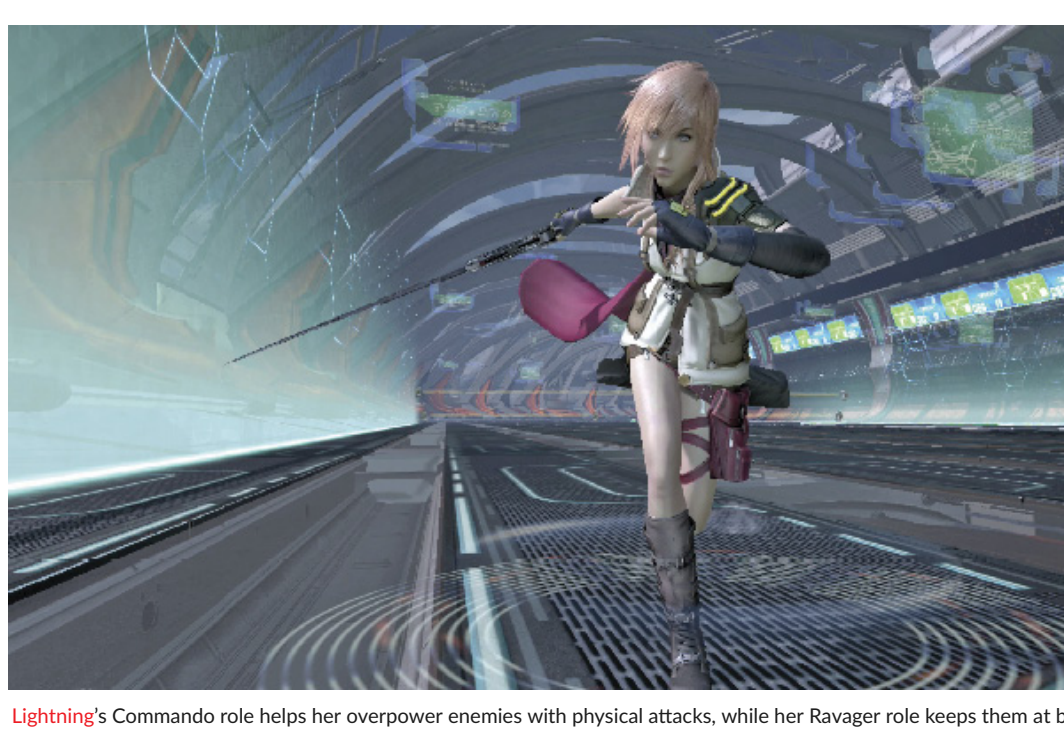
WEAPONS

Brumal Cores

Brilliant Cores

Scintillant Cores

ASSASSIN

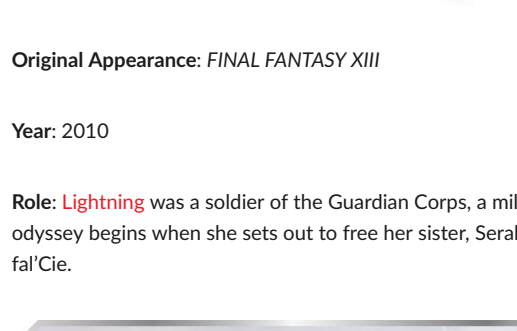


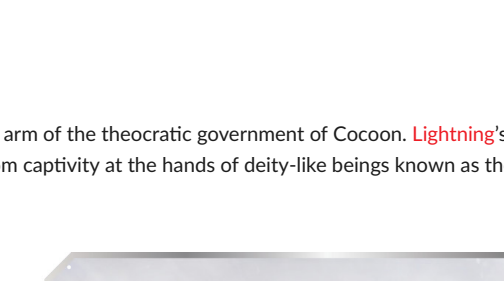
Lightning's Commando role helps her overpower enemies with physical attacks, while her Ravager role keeps them at bay with a bevy of spells. Overwhelm your foes with magic until you find an opening, then go in for the kill.

Original Appearance: *FINAL FANTASY XIII*

Year: 2010

Role: Lightning was a soldier of the Guardian Corps, a military arm of the theocratic government of Cocoon. Lightning's odyssey begins when she sets out to free her sister, Serah, from captivity at the hands of deity-like beings known as the fal'Cie.





Other Noteworthy Appearances: *DISSIDIA 012 FINAL FANTASY* (2011), *FINAL FANTASY XIII-2* (2012), *Theatrhythm FINAL FANTASY* (2012), Lightning Returns: FINAL FANTASY XIII (2014), *World of FINAL FANTASY* (2016), *DISSIDIA FINAL FANTASY Opera Omnia* (2017)

ARSENAL

BRAVERY ATTACKS: COMMANDO

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Launch	Grounded	● > ● > ●	96x2, 128, 176 (496)	0.5	Quickly slash twice at your foe and then deliver two upward cuts.
Blitz	Grounded	⬆ + ● > ●	104x2, 256 (464)	1.0	Lunge at your opponent with a far-reaching pair of spinning slashes, then finish with a heavy overhead slash.
Smite	Airborne	● > ● > ●	128, 160, 208 (496)	0.5	Perform a three-hit aerial combo, ending with a somersault slash.
Heavy Slash	Airborne	⬆ + ● > ●	128, 64x3, 144 (464)	1.0	Fly at your opponent with a diagonal cut, transitioning into a cyclonic flurry of blade attacks.
Beat Down	Dashing (Grounded & Airborne)	●	80	1.0	Thrust at your foe with the tip of your blade.
Paradigm Shift	Anytime	L3	–	–	Switch to the Ravager role.

BRAVERY ATTACKS: RAVAGER

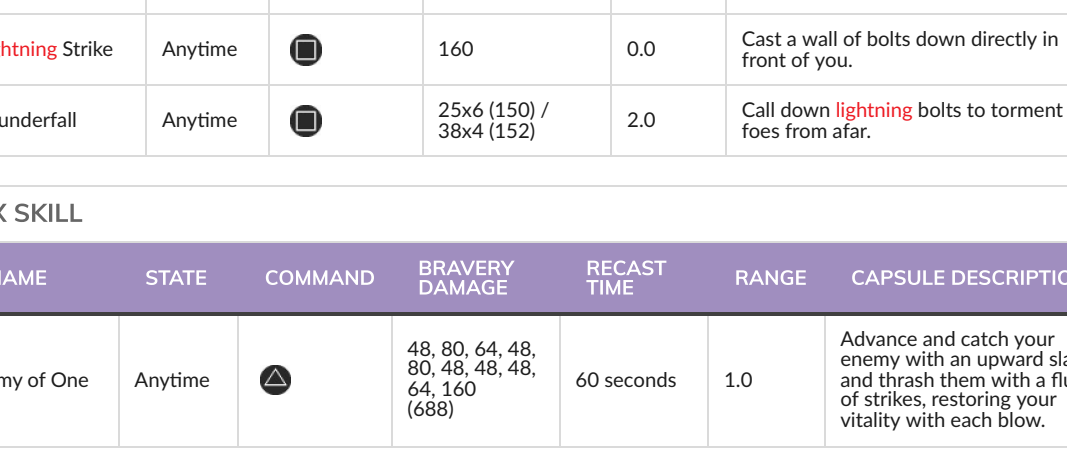
NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Fire	Grounded	● > ● > ●	112, 112, 112 (336)	3.0	Conjure three tracking fireballs before you that accelerate toward your enemy after a brief period.
Watera	Grounded	⬆ + ● > ●	320	3.0	Launch a homing ball of water that slowly creeps toward your target, causing an explosive burst that flings them into the sky.
Aerora	Airborne	●	56x4, 112 (336)	3.0	Send a sphere that relentlessly pursues your opponent, engulfing them in a tornado upon contact.
Blizzara	Airborne	⬆ + ●	112, 208 (320)	3.0	Unleash a powerful blizzard directly on your target, drawing in and crushing all nearby enemies with ice. Draw-in range: 0.5.
Thundaga	Dashing (Grounded & Airborne)	●	320	2.5	Deliver a shockwave of successive lightning strikes directly at your foe.
Paradigm Shift	Anytime	L3	–	–	Switch to the Commando role.

HP ATTACKS

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Crushing Blow	Anytime	▣	–	1.5	Rush forward and cut through any foes within reach from mid-range.
Razor Gale	Anytime	▣	–	3.0	Heave your blade to form a gust of wind that untiringly pursues your opponent.
Lightning Strike	Anytime	▣	160	0.0	Cast a wall of bolts down directly in front of you.
Thunderfall	Anytime	▣	25x6 (150) / 38x4 (152)	2.0	Call down lightning bolts to torment foes from afar.

EX SKILL

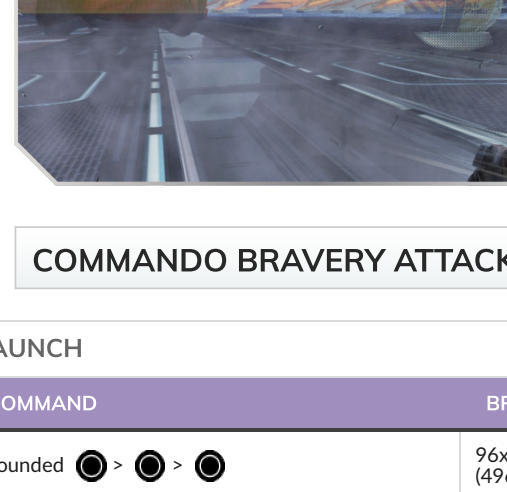
NAME	STATE	COMMAND	BRAVERY DAMAGE	RECAST TIME	RANGE	CAPSULE DESCRIPTION
Army of One	Anytime	△	48, 80, 64, 48, 80, 48, 48, 48, 64, 160 (688)	60 seconds	1.0	Advance and catch your enemy with an upward slash and thrash them with a flurry of strikes, restoring your vitality with each blow.

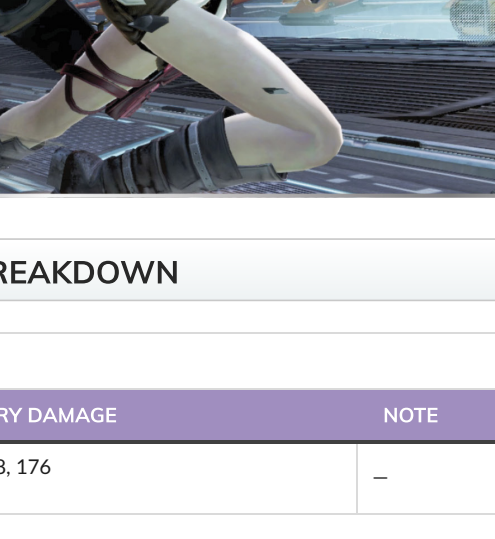


COMMANDO BRAVERY ATTACK BREAKDOWN

LAUNCH

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ● > ● > ●	96x2, 128, 176 (496)	–





Lightning advances at the enemy with two rapid slashes. Upon contact, she continues her aggression with two sword uppercuts, launching her target flying into the air.

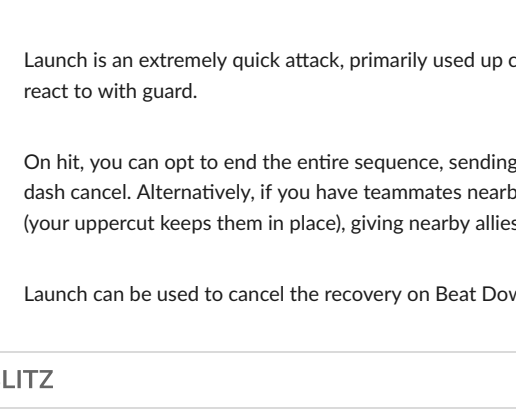
Launch is an extremely quick attack, primarily used up close to catch enemies off their guard. Its speed makes it difficult to react to with guard.

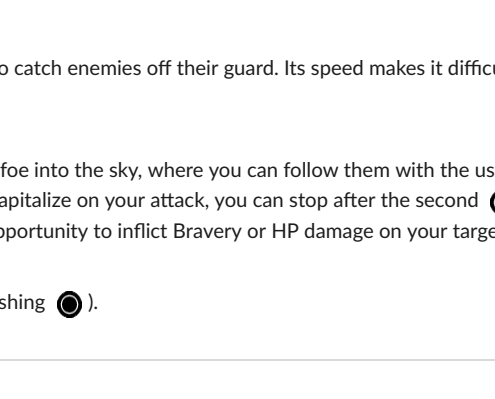
On hit, you can opt to end the entire sequence, sending your foe into the sky, where you can follow them with the use of a dash cancel. Alternatively, if you have teammates nearby to capitalize on your attack, you can stop after the second ● input (your uppercut keeps them in place), giving nearby allies an opportunity to inflict Bravery or HP damage on your target.

Launch can be used to cancel the recovery on Beat Down (dashing ●).

BLITZ

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ⬆ + ● > ●	104x2, 256 (464)	–





Lightning lunges forward at a target with two spinning slashes, carving into enemies nearby. She then delivers a focused overhead chop on her primary target, knocking them away past mid-range.

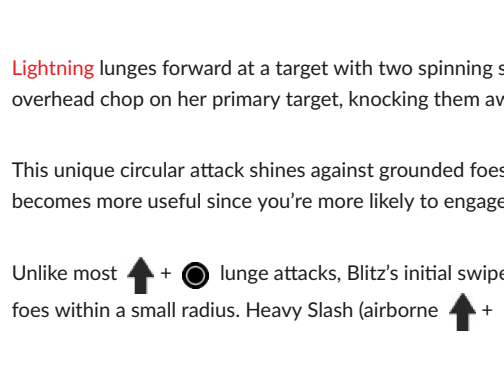
This unique circular attack shines against grounded foes. On confined low-verticality maps, like the Promised Meadow, Blitz becomes more useful since you're more likely to engage in ground-to-ground combat.

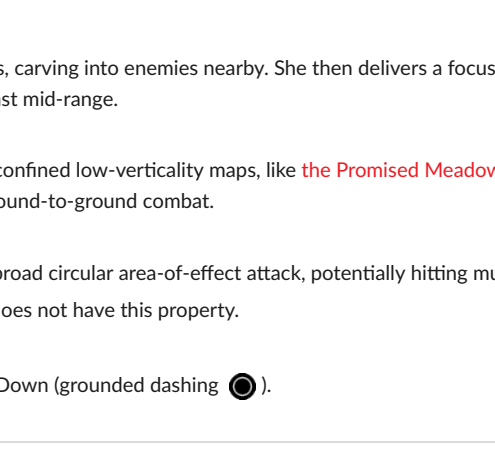
Unlike most ⬆ + ● lunge attacks, Blitz's initial swipe is a broad circular area-of-effect attack, potentially hitting multiple foes within a small radius. Heavy Slash (airborne ⬆ + ●) does not have this property.

Like Launch, you can combo into Blitz from a grounded Beat Down (grounded dashing ●).

SMITE

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ● > ● > ●	128, 160, 208 (496)	–





From the air, Lightning executes two quick strikes, a left swipe into a right swipe, then performs a somersault slash to finish the assault sequence.

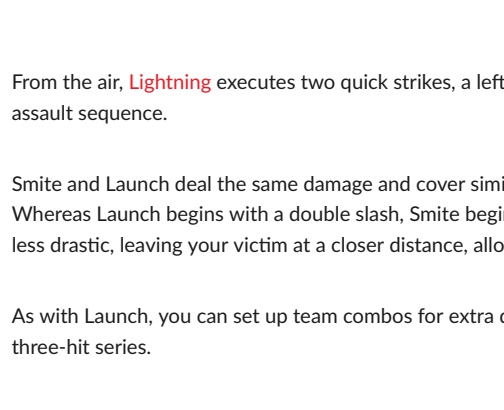
Smite and Launch deal the same damage and cover similar horizontal range, but there are notable differences between the two. Whereas Launch begins with a double slash, Smite begins with a single slash. Additionally, Smite's knockback effect is much less drastic, leaving your victim at a closer distance, allowing for an easier follow-up attack.

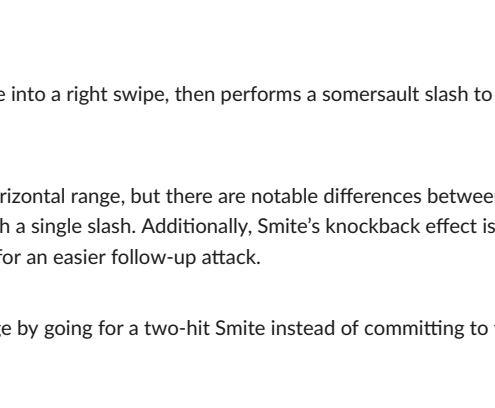
As with Launch, you can set up team combos for extra damage by going for a two-hit Smite instead of committing to the full three-hit series.

Its vertical tracking and horizontal range leave much to be desired, so you're most likely to use this as a follow-up cancel to Beat Down (dashing ●).

HEAVY SLASH

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ⬆ + ● > ●	128, 64x3, 144 (464)	–





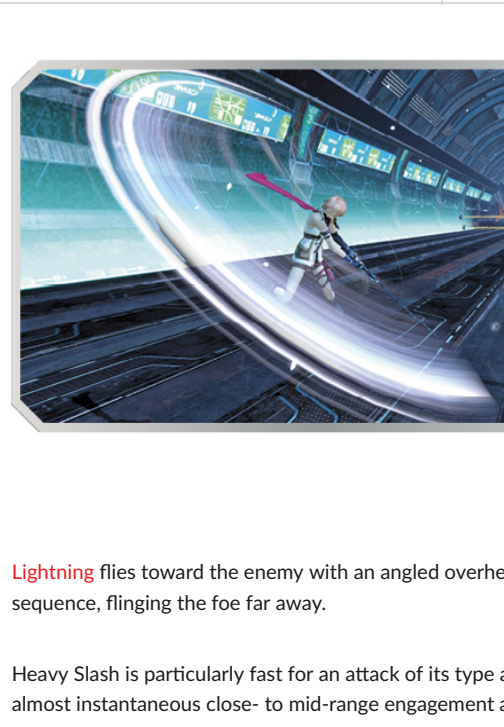
Lightning flies toward the enemy with an angled overhead slash and then follows up the strike with a quadruple-slash spinning sequence, flinging the foe far away.

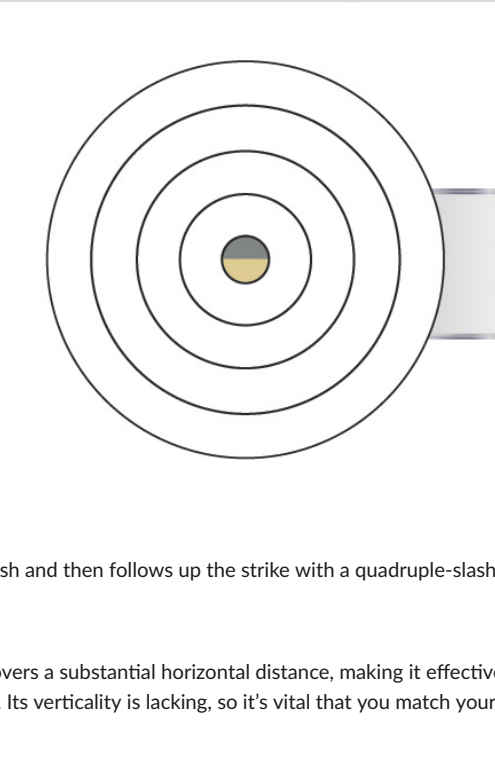
Heavy Slash is particularly fast for an attack of its type and covers a substantial horizontal distance, making it effective as an almost instantaneous close- to mid-range engagement attack. Its verticality is lacking, so it's vital that you match your target's altitude before committing to a Heavy Slash.

While airborne dashing ● (Beat Down) provides superior vertical tracking and is generally better suited for chasing fleeing foes, Heavy Slash is preferable from a non-dashing state since there's a slight start-up to dashing.

BEAT DOWN

COMMAND	BRAVERY DAMAGE	NOTE
Dashing ●	80	Recovery can be canceled into either ● or ⬆ + ●.





Lightning thrusts into the opponent with the point of her blade, stunning them and leaving them at her mercy as she readies her next attack.

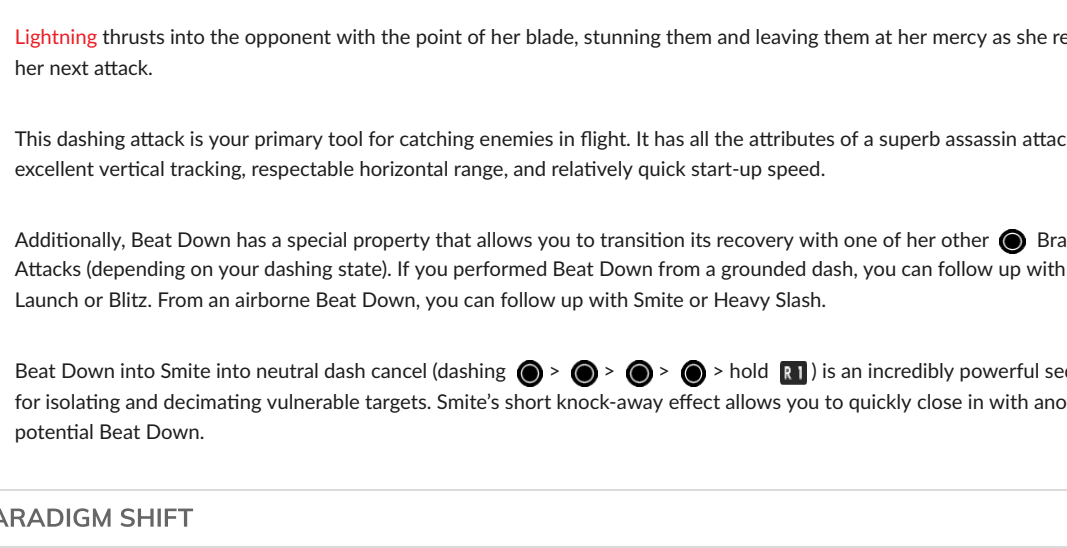
This dashing attack is your primary tool for catching enemies in flight. It has all the attributes of a superb assassin attack: excellent vertical tracking, respectable horizontal range, and relatively quick start-up speed.

Additionally, Beat Down has a special property that allows you to transition its recovery with one of her other ● Bravery Attacks (depending on your dashing state). If you performed Beat Down from a grounded dash, you can follow up with either Launch or Blitz. From an airborne Beat Down, you can follow up with Smite or Heavy Slash.

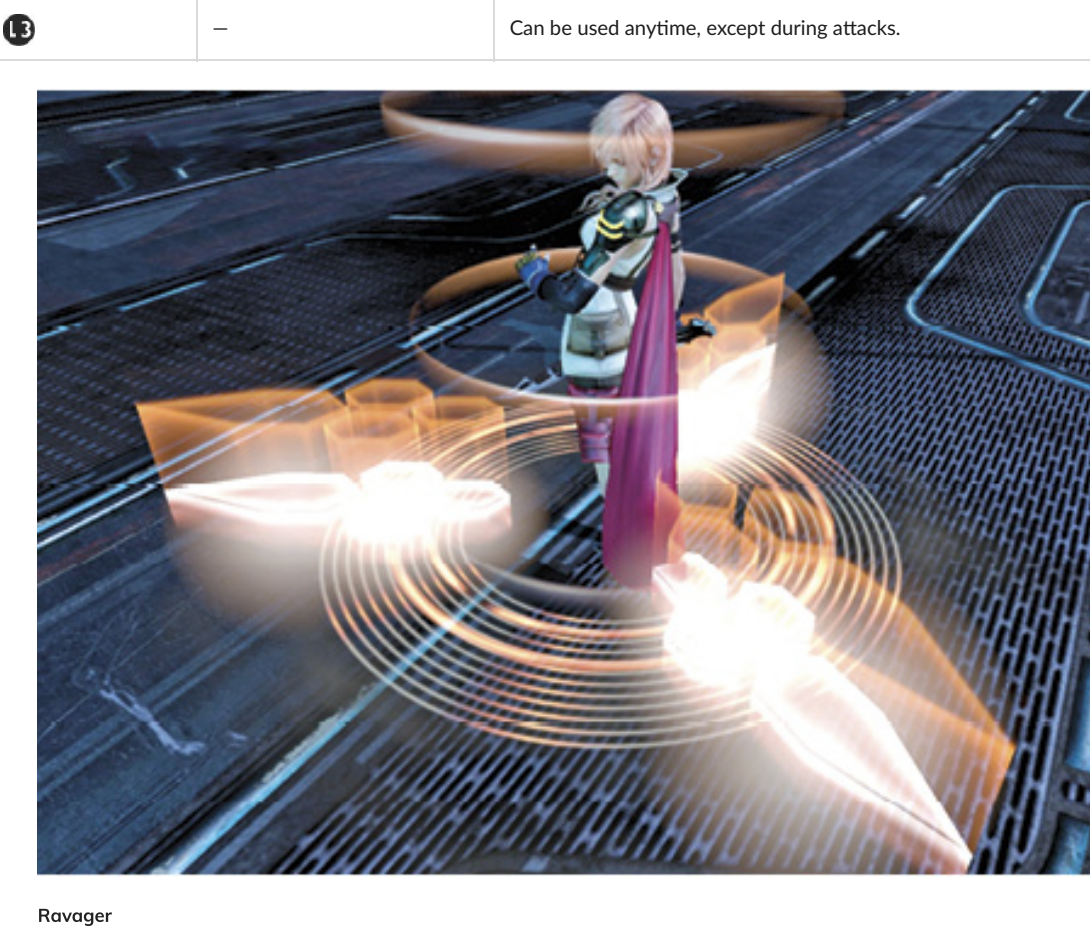
Beat Down into Smite into neutral dash cancel (dashing ● > ● > ● > ● > hold R1) is an incredibly powerful sequence for isolating and decimating vulnerable targets. Smite's short knock-away effect allows you to quickly close in with another potential Beat Down.

PARADIGM SHIFT

COMMAND	BRAVERY DAMAGE	NOTE
L3	–	Can be used anytime, except during attacks.



Ravager



Commando

Lightning toggles between her two roles, replacing her close-range sword attacks (Commando role) with magic-based ranged attacks (Ravager role), or vice versa.

Paradigm Shift is executable at any time, except when she's in the middle of an attack. You can switch roles in any state, including guarding, sidestepping, and dashing.

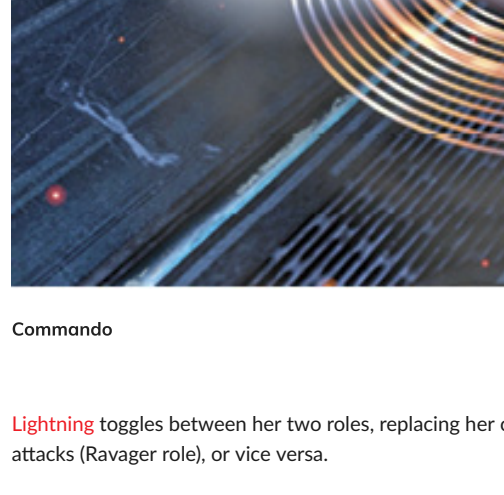
Mastering the use of Paradigm Shift is key to your success with Lightning, as you essentially have access to two sets of attacks, with each set providing entirely unique utility.

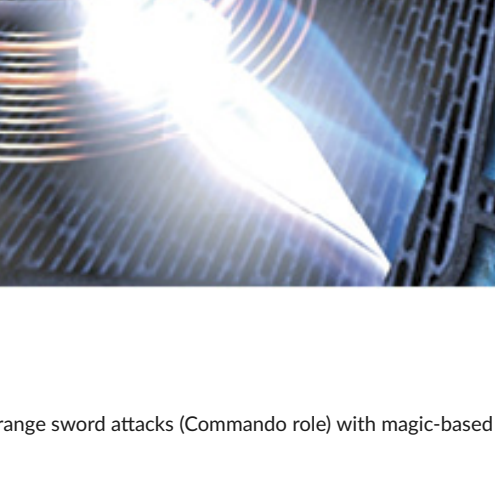
Since you can freely toggle between roles, using Paradigm Shift takes up no action time. At a moment's notice, you can go from casting a tracking Aerora sphere at an enemy, into dashing at them with a Beat Down follow-up.

RAVAGER BRAVERY ATTACK BREAKDOWN

FIRE

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ● > ● > ●	112, 112, 112 (336)	–





Lightning sets up a trio of fireballs that hover in front of her. After a short time, they quickly accelerate and pursue her target.

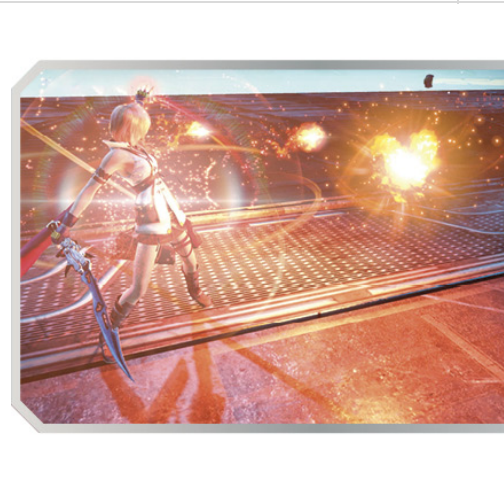
Most of Lightning's Ravager projectile attacks are designed to complement her assassin style of combat, providing cover for an aggressive melee engagement.

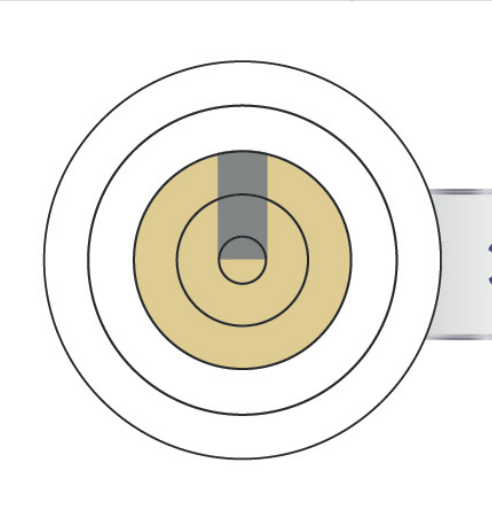
You can conjure from one to three fireballs, depending on how many times you input ●. While you can fire off three at a time, they have low projectile priority, so they're easily nullified by larger projectiles. As such, engaging in firefights with marksmen shouldn't be your main priority (you have better tools for dealing with marksmen anyway).

Although Watera is a much stronger projectile with similar attributes, casting Fire may be preferable because of its quick cast time (especially when casting only one or two).

WATERA

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ⬆ + ● > ●	320	–



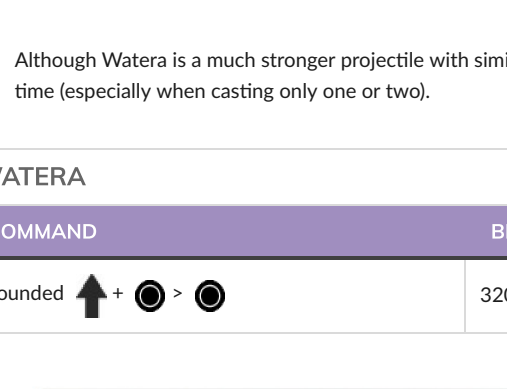


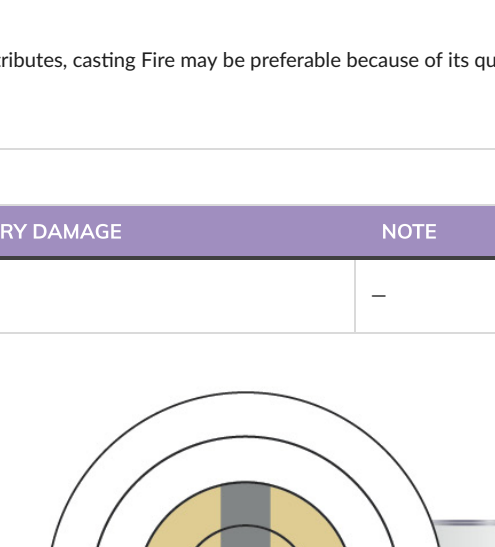
Lightning sends out a large ball of water that slowly chases the enemy, causing an explosive blast upon impact.

When you and your team are jockeying for position from a distance, one of the best tactics you can apply in Ravager mode is throwing out multiple slow-moving projectiles to cover your potential aggression. From a grounded position, use Watera, and from an airborne position you can use Aerora, which fills an identical role.

AERORA

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ●	56x4, 112 (336)	–





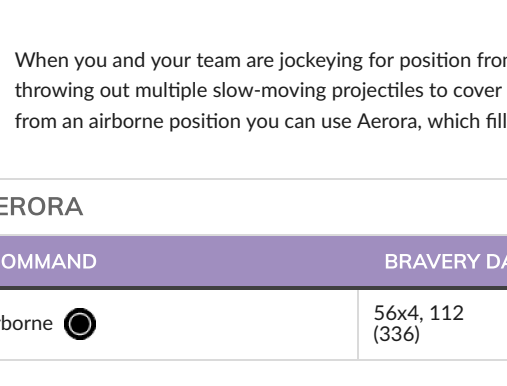
Lightning deploys a wind-based tracking sphere toward the enemy, enveloping them in a small tornado and stunning them in place for a brief period, before popping them up into the air.

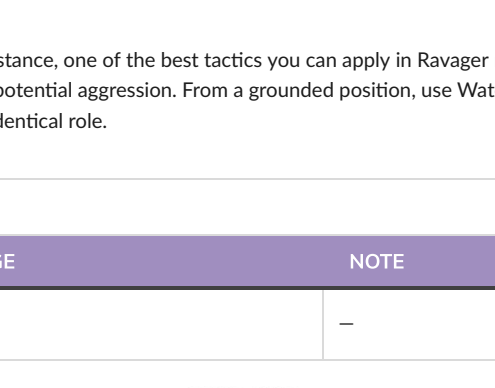
Aerora's trajectory and velocity are identical to Watera's, but Aerora has a different on-hit effect; it wraps up enemies in a mini tornado, dealing several instances of Bravery damage. This affords you time to follow up with an attack, with a sequence such as:

Aerora >Paradigm Shift >Beat Down >Smite

BLIZZARA

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ⬆ + ●	112, 208 (320)	Pulls in nearby enemies before detonating. Draw-in range: 0.5.





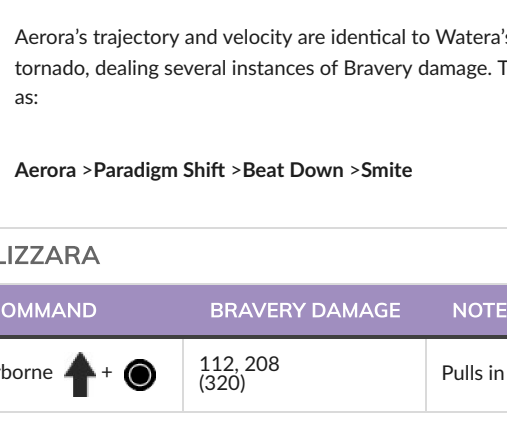
Lightning unleashes a blizzard that surrounds the foe and pulls in all other enemies nearby with a gravitic force. After a short time, the blizzard collapses and crushes all enemies within its grasp.

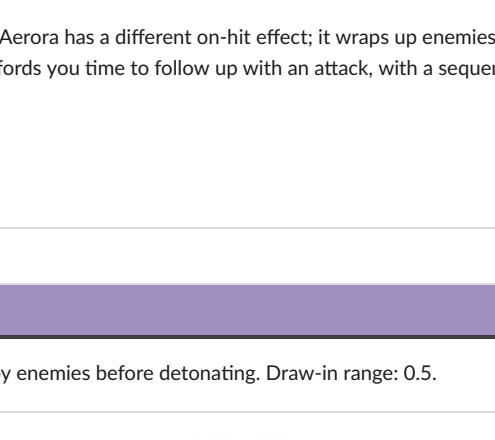
Blizzara is a large area-of-effect spell with a unique draw-in effect that can only be evaded by dashing or sidestepping away. Otherwise, enemies nearby are forced to guard it or take the damage. Its start-up time is significant (but not too long when compared to other attacks of its kind), so it's not an easy attack to connect with. You generally won't be able to catch mobile targets, so it's best used as a surprise attack against enemies who are already engaged with your allies.

Like Aerora and Watera, you can follow up Blizzara with a Commando shift engagement if you can lock down a target with it.

THUNDAGA

COMMAND	BRAVERY DAMAGE	NOTE
Dashing ●	320	–





Lightning whips up a linear shockwave of multiple lightning strikes before her, shocking and flinging up all foes in its path.

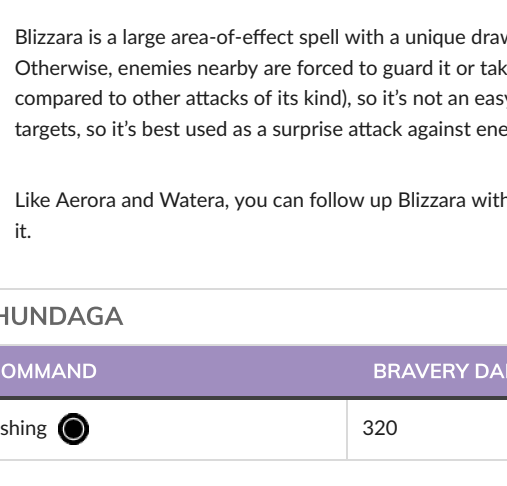
The lightning path on this attack is strictly linear, with no vertical or horizontal tracking, making it easily avoidable in most cases.

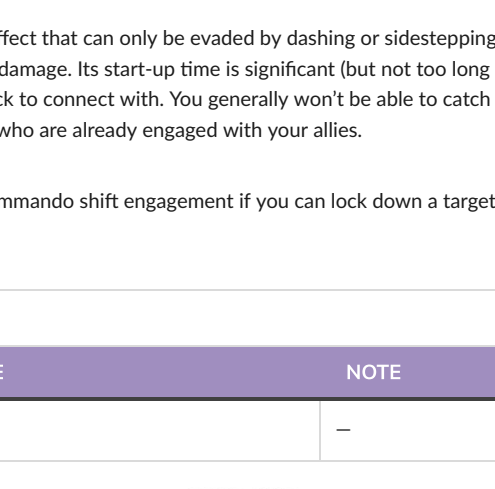
Its main strength is in the height of its effective hitbox. For instance, when executed low to the ground, it can tag enemies above you, provided they don't sidestep or dash away from it horizontally.

HP ATTACK BREAKDOWN

CRUSHING BLOW

COMMAND	BRAVERY DAMAGE	NOTE
▣	–	–





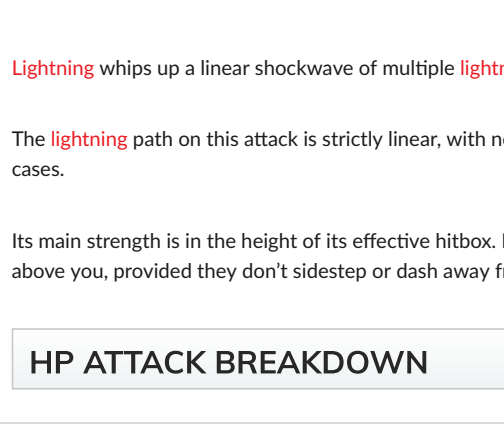
Lightning creates a manifestation of Odin's blades, then rushes and cuts into her foe with a scissor-like attack.

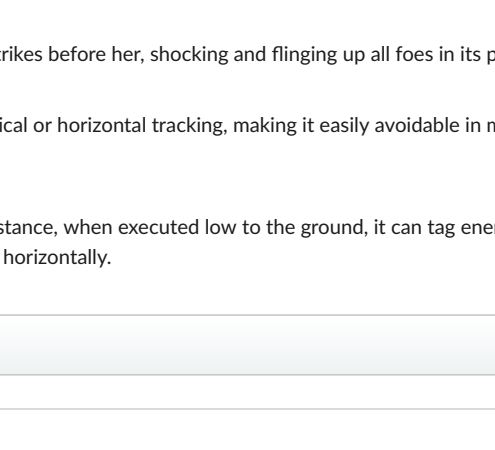
This melee-based HP Attack covers great horizontal range but provides only slight vertical tracking. It deals no Bravery damage, but it's superb for punishing foes at mid-range (just past Heavy Slash distance) with an unguardable HP-damaging attack.

Crushing Blow is best used if you prefer an aggressive playstyle. Thanks to its range and relatively fast travel speed, it's particularly effective against opponents who are prone to guarding your Bravery Attacks.

RAZOR GALE

COMMAND	BRAVERY DAMAGE	NOTE
▣	–	–





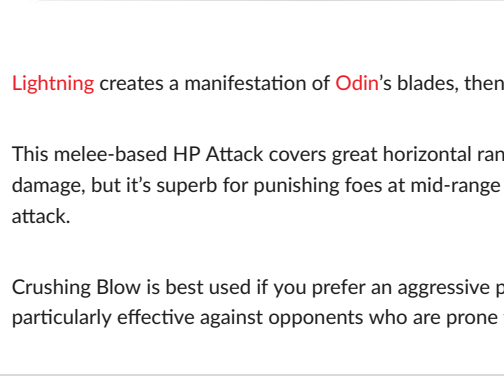
Lightning uses Odin's swords to project a revolving blade that persistently pursues her target.

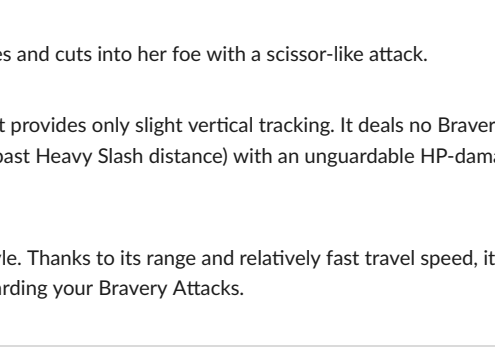
Like Aerora and Watera, Razor Gale is a slow-moving tracking projectile, covering a long distance. It's easily evaded, but its persistent area presence gives it an indirect implication in zone control since it forces your target to actively avoid it.

Its main drawback is that it has a start-up time, immobilizing you as you conjure it. It fosters a more passive approach, and although assassins generally focus on close-range aggression, Lightning's versatility with Ravager attacks allows her to be effective from range with this kind of playstyle.

LIGHTNING STRIKE

COMMAND	BRAVERY DAMAGE	NOTE
▣	160	–





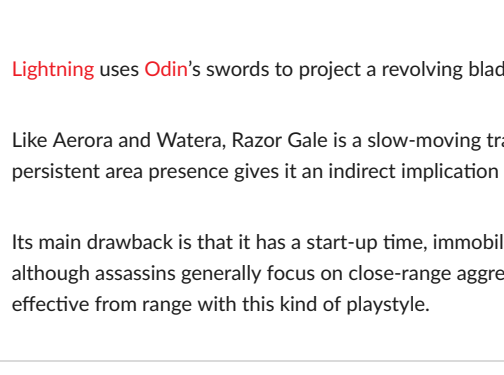
Lightning rapidly calls down an array of lightning bolts directly in front of her, devastating enemies in range and blasting them past mid-range.

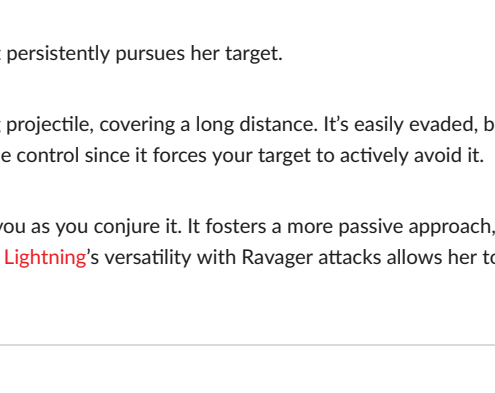
Lightning Strike is Lightning's fastest HP Attack, but with an obvious disadvantage of having practically no range. While it's almost impossible to avoid if you can get into point-blank range to cast it, getting into range, particularly on larger maps, can prove extremely difficult.

Lightning Strike shines on smaller maps where you're likely to wall-pin enemies, giving you an easy follow-up HP Attack to combo with on successful wall pins.

THUNDERFALL

COMMAND	BRAVERY DAMAGE	NOTE
▣	25x6 (150) / 38x4 (152)	Can move while casting.





Lightning conjures a plethora of lightning strikes directly upon her target, electrifying them with several bolts before pitching them away with a final massive thunderbolt.

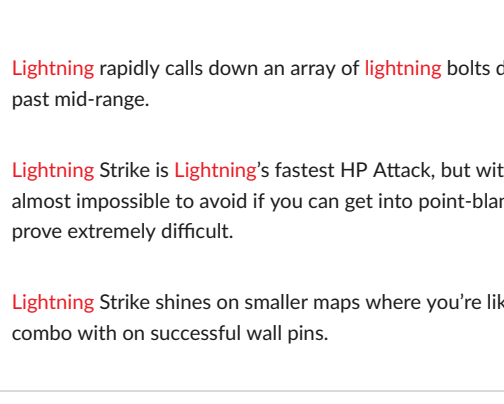
Thunderfall is a long-range projectile attack that deals a respectable amount of Bravery damage before its HP-damage hit. It's an excellent HP Attack for catching opponents off guard and can be used from any altitude since the attack is cast directly on the enemy as long as they're within range.

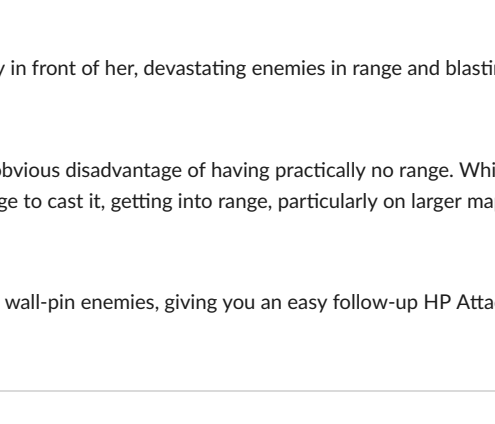
During its casting, you can slightly alter your own trajectory, allowing you some freedom of movement.

EX SKILL BREAKDOWN

ARMY OF ONE

COMMAND	BRAVERY DAMAGE	RECAST TIME	NOTE
△	48, 80, 64, 48, 80, 48, 48, 64, 160 688	60 seconds	Restores a total of 860 HP (1.25x Bravery damage).





Lightning aggresses on her target with a far-reaching and quick uppercut slash, transitioning into an overwhelming barrage of strikes that locks down and devastates her victim.

Lightning's signature attack is a high-impact ability that deals a heavy amount of Bravery damage, with an additional HP-restoration effect.

Army of One usage is highly skill-intensive, because unlike other unique EX Skills that provide a guaranteed effect (such as Cloud's Limit Break buff), Army of One requires you to connect with it in order for you to gain any benefit. It's also on a 60-second recast time, so in an average match, you get around three attempts with it. For this reason, it's essential that you set it up either with a wall pin, with a team combo, or as a surprise attack against an inattentive target.

BATTLE PLAN

As an assassin, your primary objective is to pursue and take down vulnerable targets (usually marksmen and other assassins). Unlike pure-offense assassins like Jecht, Lightning's overall toolkit comprises two entirely unique sets of attacks and fosters a versatile and safe playstyle that revolves around deploying elemental spells to cover her subsequent melee engagements.

The following is a sample of an effective attack sequence while the Ravager role is active:

Airborne ● (Aerora) > ⬆ + L1 (evasion cancel forward) > L3 (shift to Commando) > R1 (neutral dash) >dashing ● (Beat Down) >airborne ● (Smite)

Aerora is used here to pursue an enemy, while an immediate evasion and dash cancel technique is applied to quickly engage to combine Aerora's lockdown effect with a Beat Down and Smite combo.

With some creativity and mastery of all of Lightning's attacks, you can execute several combinations and attack sequences on the fly. And since your HP Attack is usable regardless of which role is active, you can easily link spells into fast HP Attacks, like airborne ⬆ + ● (Blizzara) into Crushing Blow/Lightning Strike, without having to switch to the Commando role.

You can set up team combos with Lightning's Beat Down, Launch, and Smite attacks, provided your allies are nearby and ready to capitalize on your attacks. For instance, you can execute a chase-down combo like Beat Down into Smite (two hits), then instead of completing your Smite combo, let your ally finish off your stunned victim with their own Bravery/HP Attack. If you're solo, you can finish your Smite combo and use a neutral dash cancel to further press an offense, thanks to Smite's minor knock-away effect.

While one-on-one dueling with assassins and vanguards isn't particularly her strong suit, Lightning's attacks with her Commando role are adequate as long as you're mindful of their range limitations. Grounded ● (Launch) and airborne ● (Smite) are limited in range, but they're extremely fast, making for great reprisal attacks following a well-timed sidestep. Grounded ⬆ + ● (Blitz) and airborne ⬆ + ● (Heavy Slash) provide a bit more reach but are limited in verticality, so try to stay level with your adversary. If you're being assaulted by a vanguard (who generally outranges an assassin), it's best to either keep your guard up or prepare to sidestep their attacks, at which point you can swiftly retaliate with your own Commando strikes. Alternatively, you can create space between you and your vanguard assailant before pestering them with Ravager spells. Since your move speed is generally superior to that of vanguards, you can outrun them with your dash to create breathing room and then lure them into your defensive spells, like dashing ● (Thundaga).

Even though Lightning has a complete set of ranged spells, getting into firefights with dedicated marksmen isn't advised, as their ranged attacks usually have more priority and deal more damage than yours do. If you're being tormented by a marksman, your best bet is to use your superior mobility to get into a flanking position to mount a close-range offensive.

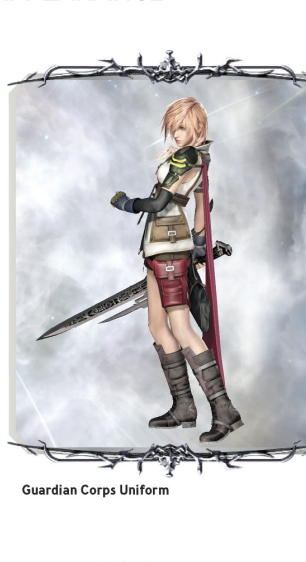
Lightning's various HP Attacks give her a bit of flexibility that can influence your combat strategy. Crushing Blow is a mid-range melee rush attack that deals straight HP damage. It's an excellent complementary attack for a more aggressive approach, giving you a quick unguardable attack for opening up an opponent's defenses. Its range, speed, and respectable vertical tracking make it difficult to evade on reaction. Razor Gale is a long-range projectile designed to keep enemies on their toes, and punishes those who don't. Thunderfall is a ranged lightning bolt attack that deals significant Bravery damage. Its use is substantially effective on high-verticality maps and makes you a deadly threat from past mid-range. Lightning Strike is one of the fastest HP Attacks in the game, great for confined areas or for following up a team combo with. However, its severe range limitation makes it difficult to use.

In addition to her versatile move set, Lightning's unique EX Skill, Army of One, provides her with a degree of survivability along with a high burst of Bravery damage. Successfully connecting with the entire combo restores over 800 HP (around 25% of your total HP). While it's on a 60-second cooldown timer, Army of One makes for an incredibly powerful threat when it's available. Furthermore, it's usable in both paradigm roles, making it relatively easy to employ as a follow-up attack to your Ravager spells.

In general terms, your battle plan is simple: use Paradigm Shift to switch to Ravager mode to cast spells from long distances, and toggle to Commando when you're ready to engage into close-quarters combat. It can be difficult to transition between the two because of the potentially chaotic nature of skirmishes, but it's entirely possible because Paradigm Shift can be used on demand without sacrificing your mobility (as long as you're not in the middle of an attack). With practice, you'll be able to perform elaborate attack sequences and make strong plays to secure kills for your team.

GALLERY

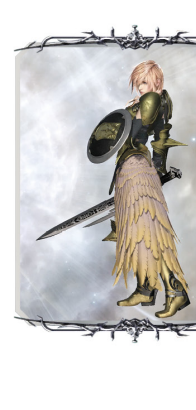
APPEARANCE



Guardian Corps Uniform

Knight of Etro

Equilibrium

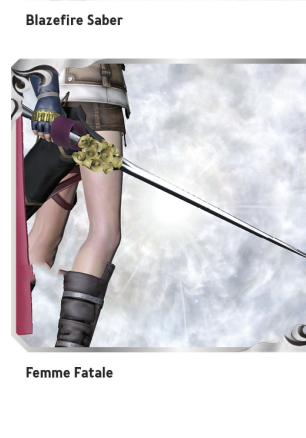


WEAPONS

Blazefire Saber

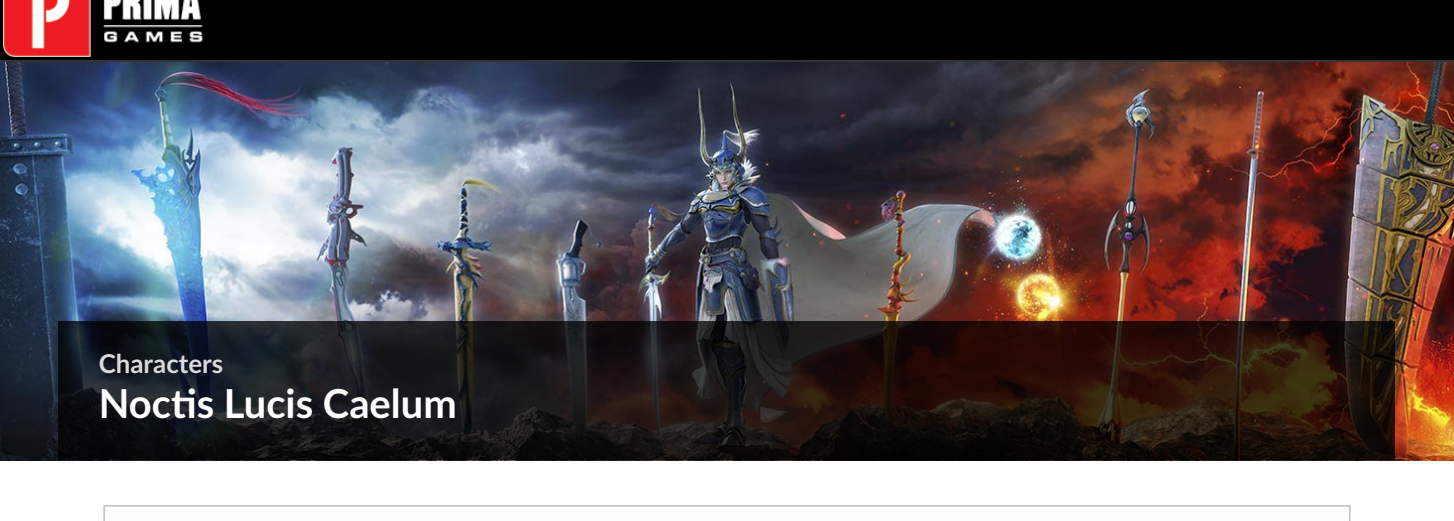
Omega Weapon

Overture



Femme Fatale

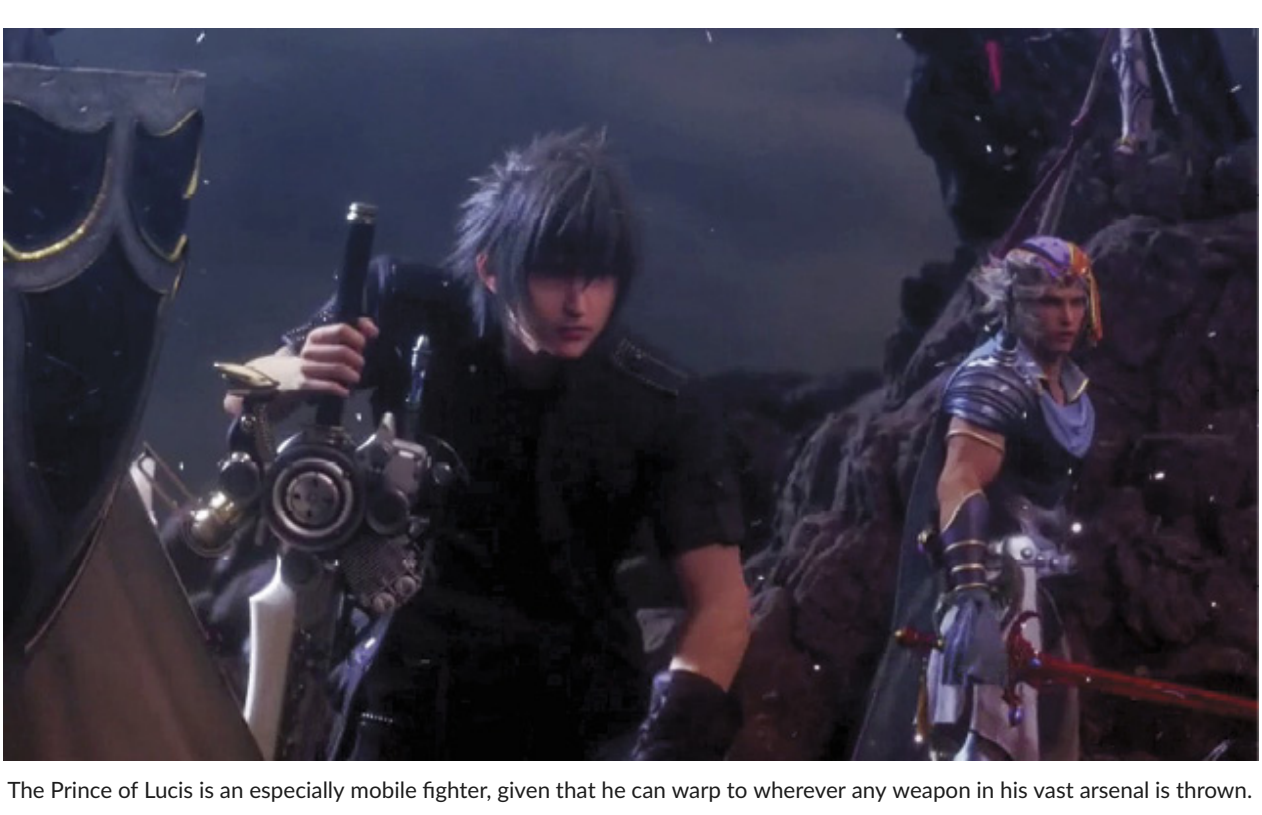
Crimson Blitz



Characters

Noctis Lucis Caelum

ASSASSIN



The Prince of Lucis is an especially mobile fighter, given that he can warp to wherever any weapon in his vast arsenal is thrown. Should his enemies somehow bring him to his knees, he can summon his Armiger and ascend to power once again.

Original Appearance: *FINAL FANTASY XV*

Year: 2016

Role: You wouldn't guess at first glance, but there's tremendous power and an ancient lineage in Noctis Lucis Caelum, prince of Lucis and next in the line of succession for the monarchy. The bloodline of kings gives Noctis natural mastery of any type of weaponry, the superhuman ability to warp through space, and command of the Armiger arsenal—a ghostly collection of chosen weapons of former kings of Lucis. Noctis can call forth the weapon of his choice from thin air, at a moment's notice. In dire straits, the spectral weapons of kings past come to aid Noctis on their own.

ARSENAL

BRAVERY ATTACKS

NAME	STATE	COMMAND	BRAVERY DAMAGE (WITH ARMIGER)	RANGE	CAPSULE DESCRIPTION
Triple Slice	Grounded	● > ● > ●	128, 160, 208 496 (526)	0.5	Unleash a series of three strikes with your one-handed sword.
Reckless Abandon	Grounded	⬆ + ● > ●	48x3+ 96, 224 464 (494)	1.0	Charge into your foe with your lance, take a step, and thrust your lance forward once more.
Cumbersome Swing	Grounded	⬇ + ● > ●	192, 272 464 (494)	0.5	Swing your great sword upward, then downward with all your might.
Dagger Toss	Dashing (Grounded)	●	320 (340)	1.5	Throw your daggers at your opponent while performing an acrobatic feat.
Aerial Assault	Airborne	● > ● > ●	128, 160, 208 496 (526)	0.5	Unleash a series of three strikes with your one-handed sword.
Noble Charge	Airborne	⬆ + ● > ●	48x3+ 96, 224 464 (494)	1.0	Charge into your foe with your lance, then muster your strength and deliver a second piercing strike.
Heavy Hand	Airborne	⬇ + ●	16, 384 400 (420)	1.0	Descend upon your foe from above while swinging your great sword and cause a shockwave once you land.
Bird of Prey	Dashing (Airborne)	●	48x2, 64x2, 240 464 (494)	1.0	Unleash a flurry of blows with your daggers.

HP ATTACKS

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Warp-strike	Anytime	■	48, 80 (128)	1.0	Throw your sword a short distance in front of you and warp to it.
Shooting Star	Anytime	■	–	2.0	Throw your spear above a distant foe, teleport to it, and strike downward.
Steel Pirouette	Anytime	■ (chargeable)	160	1.5 / 2.0	Hurl your greatsword in front of you, warp to it, and mow down your foe. Charging increases range.
Plunge	Anytime	■	–	1.0	Toss daggers in the direction you specify, warp to them, and tear into your foe.

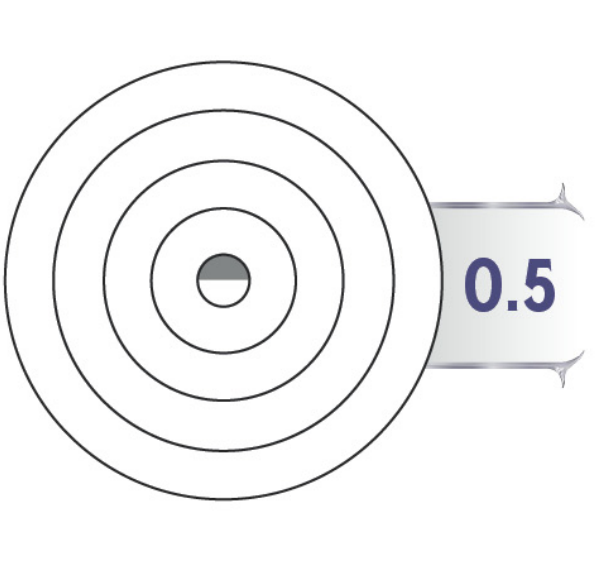
EX SKILLS

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Warp	Anytime	▲ (chargeable)	16	1.0 / 1.5 / 2.0	Aim with the left stick before throwing your weapon and then warping to its position. (Hold to charge.)
Armiger	HP Drops Under 1500	–	Varies	–	The weapons of his ancestors surround Noctis, enhancing his attack.

BRAVERY ATTACK BREAKDOWN

TRIPLE SLICE

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ● > ● > ●	128, 160, 208 496 (526)	–



Noctis spins for a backhand sword swipe with limited range, chaining into two quick follow-up slashes on contact.

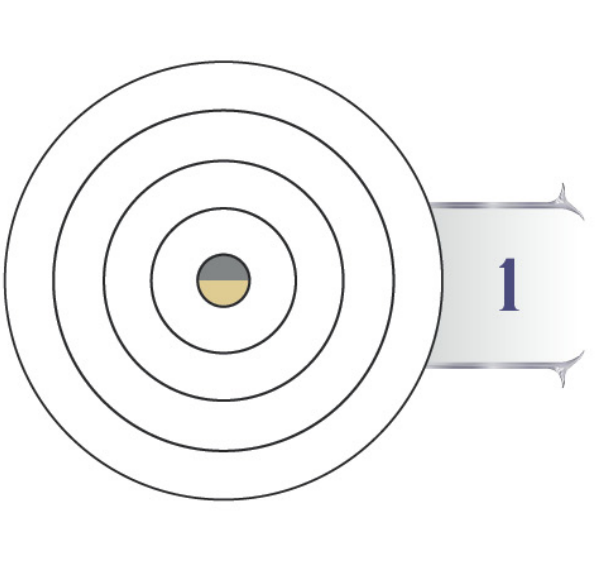
This standard-issue close-range combo is flexible. You can stop short after two slashes, keeping the foe close, or follow through with all three, smacking them away for breathing room or a wall hit.

The range on the first poking swing isn't great, though, and boxing with people in close range on the ground isn't really Noctis's forte. Save this for harassing marksmen (whom you may want to simply bully with ● > ●, repeat) after dashing in at them on the ground, or use it to retaliate in close after evading attacks from the likes of Garland and Dark Knight Cecil (whom you'll want to smack away from you with ● > ● > ●).

If the first slash misses, guard or evasion cancel as necessary to minimize blowback. If all three hits connect, dash cancel to chase the enemy and maintain pressure.

RECKLESS ABANDON

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ⬆ + ● > ●	48x3+ 96, 224 464 (494)	–

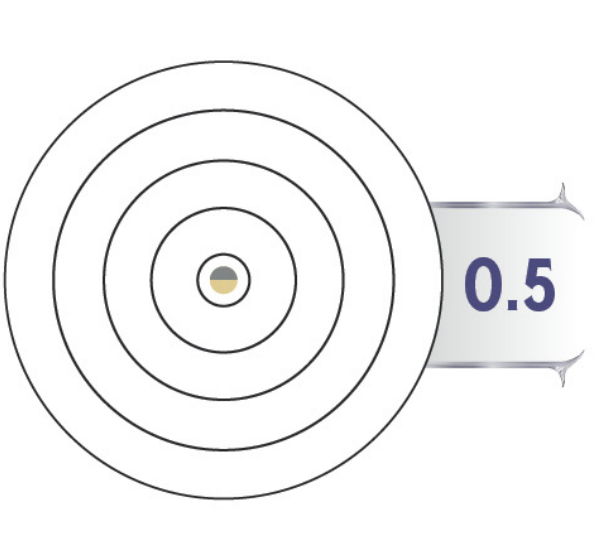


Noctis conjures a polearm and rushes forward with a multi-hit thrust. The earlier he catches a victim in the motion, the more hits it deals. After dragging them on the spear, he spins and hits them with a scooping blow, sending them flying away.

The range of this on the ground is much more functional than the first slash of Triple Slice, but it's easy to sidestep if opponents see it coming. Save it for poking at grounded foes who are chasing a friend of yours, or running after a summoning core, or chasing somebody who isn't ready to dodge a straightforward spear tackle.

CUMBERSOME SWING

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ⬇ + ● > ●	192, 272 464 (494)	–

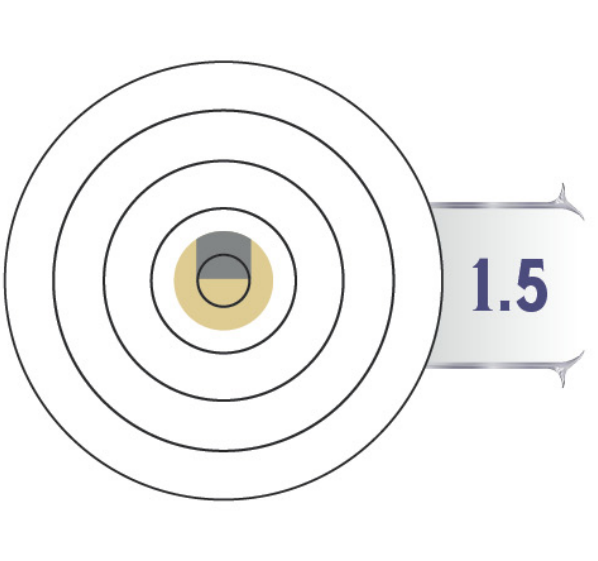


Noctis sweeps his arms upward in a mighty swing as a great sword conveniently materializes in his hands. On hit, defenders are staggered long enough for him to bring the blade down in a heavy overhead swing.

The horizontal range on Cumbersome Swing is even shorter than that of Triple Slice. It sweeps above Noctis's head, though, making it more useful against opponents dashing and jumping above ground. However, the reach still isn't quite as good as it looks—the great sword's motion lines are more dramatic than the hit area—so don't get too caught up trying to make this a central part of your approach with Noctis. The use of Triple Slash for horizontal threats and Cumbersome Swing to swing at fliers' toes is likely to be on defensive footing. Be ready to evasion cancel the recovery on ⬇ + ●, should the big swing whiff.

DAGGER TOSS

COMMAND	BRAVERY DAMAGE	NOTE
Dashing (Grounded) ●	320 (340)	–



While dashing on the ground, Noctis leaps dramatically into a spin, willing knives into existence in his hands, then twists toward the target to throw the two blades right at them.

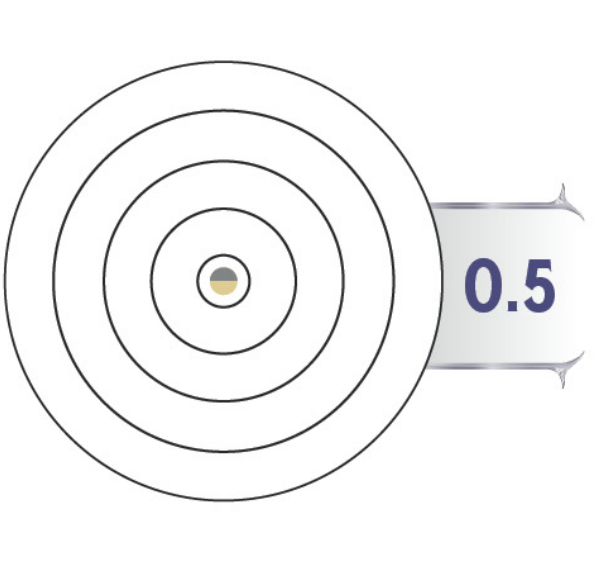
The dual daggers are quick and deal decent damage, but have no homing capability and low reach for a ranged attack. They're most useful in stalling face-offs against other melee attacks, where the enemy has just whiffed some big swing at you while you dash around them, too far for Noble Charge or Triple Slash to connect.

To ensure a grounded dash, hold an analog direction first, THEN press R1. If you press neutral R1, then move the stick, you'll be air-dashing, even if it looks like you're on the ground, and an ● press will produce Bird of Prey instead of Dagger Toss. This is an easy execution mistake to make, since it happens even if R1 is pressed mere frames before the stick direction—a minuscule difference that's easy to inadvertently produce if you try pressing them simultaneously.

It's not possible to dash cancel after Dagger Toss to cut the recovery short, but it IS possible to evasion cancel, then to cut short that sidestep by dashing (all told, a sequence of: **Dashing (Grounded) ● >sidestep >dash**).

AERIAL ASSAULT

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ● > ● > ●	128, 160, 208 496 (526)	–



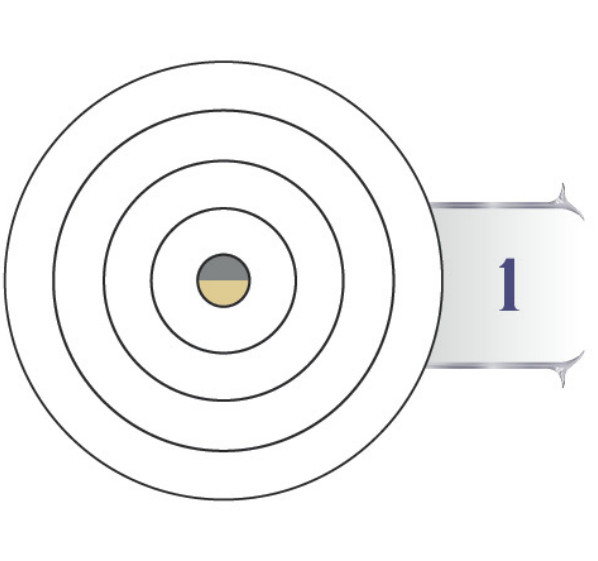
Noctis hacks in front of him with a one-handed sword. On a successful hit, he can move into a combo of two more backhanded swipes, with the last one knocking opponents out to mid-range.

Aerial Assault is one of the two primary Bravery combos Noctis relies on for duels, alongside Noble Charge. As a quick, triple-jumping fighter with the power to warp through space, Noctis will have plenty of chances to swing at foes with Aerial Assault. Just beware that the range isn't great, and it doesn't change altitude much to chase foes above or below. When dive-bombing foes from above, Heavy Hand is tailor-made, great where Aerial Assault lacks; when chasing enemies who are higher up, you must rely on Noctis's triple-jump and simply jump closer underneath them before swinging.

Whenever warping right up close to enemies, Aerial Assault is your best opening gambit. If the sword toss from Warp tags and stuns the target, Aerial Assault will combo them!

NOBLE CHARGE

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ⬆ + ● > ●	48x3+ 96, 224 464 (494)	–

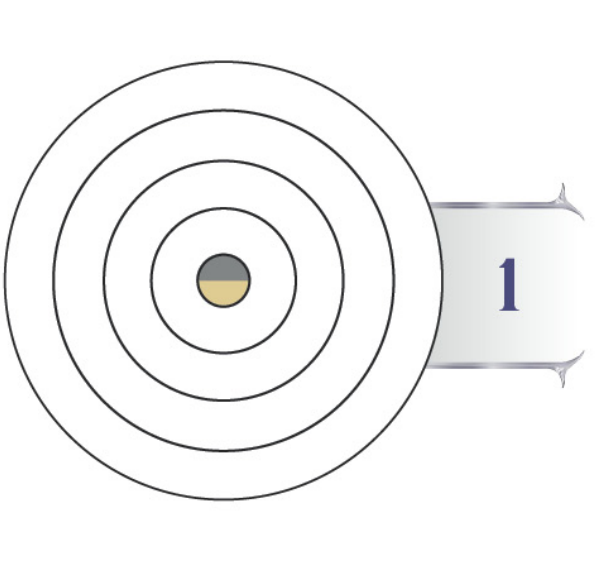


Like the grounded Reckless Abandon move, this attack starts with Noctis thrusting forward with a polearm, striking out with good range. Upon skewering the target, he rears back for an even more forceful spear stab, hurling them off.

When he's not close enough for mid-air Aerial Assault swings, Noctis can slide forward with this dashing spear strike. It's fast enough to catch enemies when warping around them to the edge of their close-range space. In skirmishes with other melees, it's more useful than Reckless Abandon, simply because you're going to be spending much more time in the air, but it has the same susceptibility to sidesteps. The tracking up or down isn't extreme, either, so don't plan on dive-bombing or arcing upward hard with this attack. The long range means it's still good for aerial poking, and for tricky scenarios like intentionally warping off to the flank of the foe before angling in with the spear.

HEAVY HAND

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ⬇ + ●	16, 384 400 (420)	Returns to ground.



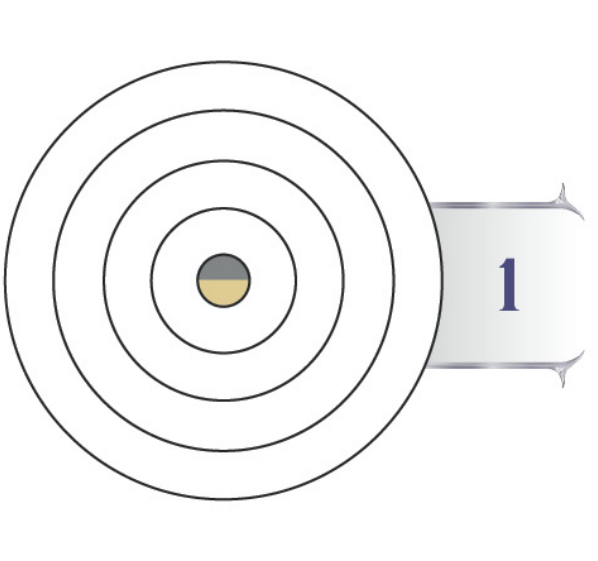
Noctis plummets toward the earth with a great sword slam that would make Cloud proud, catching anyone along the way and slamming them into the turf. His impact with the ground also causes an area-of-effect explosion, hurting enemies even if they dodge the blade itself.

The area-of-effect slam gives this good range, extending beyond the great sword itself against anyone near the ground.

Heavy Hand gets Noctis a lot of mileage as a change-up coming out of Warp. When warping right at the enemy, Heavy Hand is a way to quickly get in a single slap that knocks them back and scores a Warp Crit almost automatically, unless one of the target's teammates interrupts Noctis. Another obvious but still effective use is to warp high above the enemy, then fall with the great sword—a fully charged Warp to high altitude into a plunging Heavy Hand basically makes Noctis himself into a beefy bomb that hits up to three minimap circles away!

BIRD OF PREY

COMMAND	BRAVERY DAMAGE	NOTE
Airborne Dashing ●	48x2, 64x2, 240 464 (494)	–



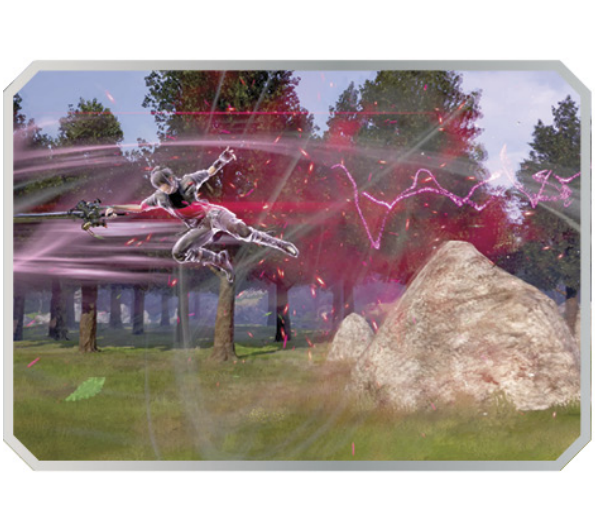
Noctis dashes forward with a double-dagger spin, wheeling around automatically twice more for more hits against anyone who gets in his way.

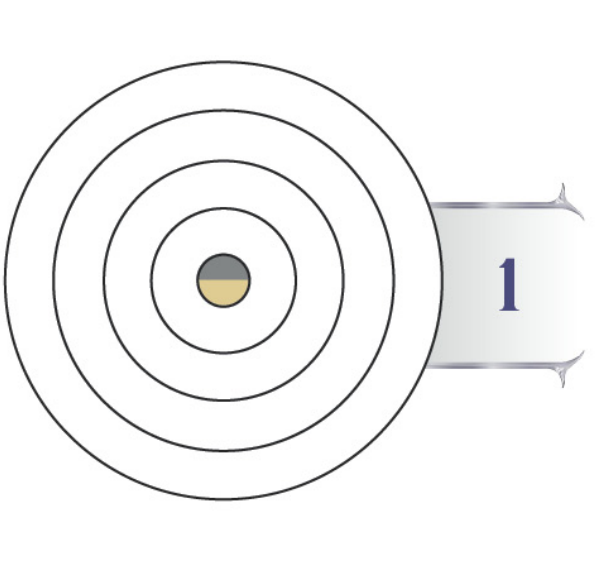
There's no need for follow-up presses to finish this combo, which has good reach and speed. Best case, it'll score a wall hit and set up a combo opportunity; worst case, it'll push a guarding foe out past close range. On contact, it can't be dash canceled for chase pressure, but it can be evasion canceled to act again more quickly.

HP ATTACK BREAKDOWN

WARP-STRIKE

COMMAND	BRAVERY DAMAGE	NOTE
■	48, 80 (128)	–





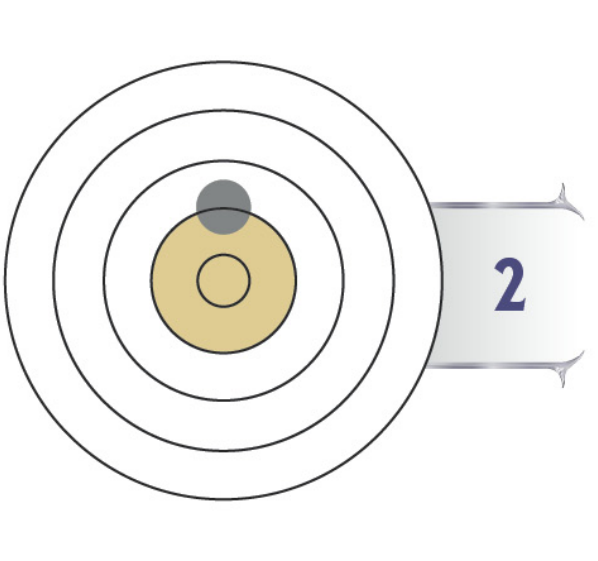
Noctis has one HP skill for each of the major weapons he uses. For the HP Attack version of Noctis's trademark EX Skill, he hurls a one-handed sword forward about the length between minimap circles, then teleports straight to it, driving the blade home.

The range and action on this attack are about the same as on an uncharged Warp attempt, although Warp-strike can't be aimed like Warp can. If you want an HP Attack that allows Warp-like aim, check out Plunge, the dagger attack.

As with the EX Skill Warp, Noctis's teleport action during Warp-strike grants him a few frames of invincibility. Well-timed, this can be used to dodge wide attacks, like summon strikes, and pass through moving projectiles, like marksman barrages. It's also fast enough to be used to follow up wall hits and ally combos, while adding a little Bravery damage before the hit, if the thrown sword connects. Even if the thrown sword misses, Noctis's finishing strike can still hit, for the all-important HP-destroying part.

SHOOTING STAR

COMMAND	BRAVERY DAMAGE	NOTE
■	–	Returns to ground.



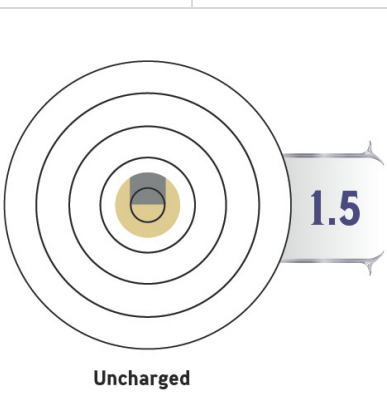
Noctis manifests and hurls a polearm way above the intended victim's head, quickly warping to it, then plummeting earthward. The atmospheric shock before Noctis is huge, hitting an enormous area under him.

Shooting Star is a Jump-style attack that would make Kain jealous. As with his other warping attacks, Noctis is invincible as soon as he zips toward his weapon. Rather, it's not fully correct to say he's invincible—he's simply not in the arena while teleporting. Enemies can't even target him while he's teleporting. Once he reappears around the polearm and descends, he's vulnerable again, but he's functionally surrounded by a gigantic spherical fireball.

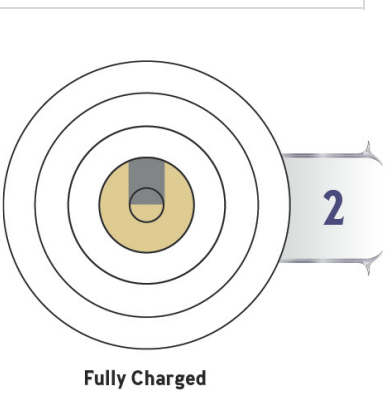
Although it seems quick, anyone who keeps running in one direction will dodge Shooting Star's impact. It's great for tacking on a hit to ally combos/wall hits, for dropping into groups paying attention to someone else, and for using on reaction to laggy enemy actions. If you see a marksman commit to a lengthy cast, or an adversary start charging energy for a summon, firing off Shooting Star can guarantee an easy hit. Using it this way to punish stuff that sticks people in place is similar to the strategy behind using Kain's fully charged EX Skill, but without waiting on a cooldown timer.

STEEL PIROUETTE

COMMAND	BRAVERY DAMAGE	NOTE
■ (chargeable)	160	Charging slightly increases range.



Uncharged



Fully Charged

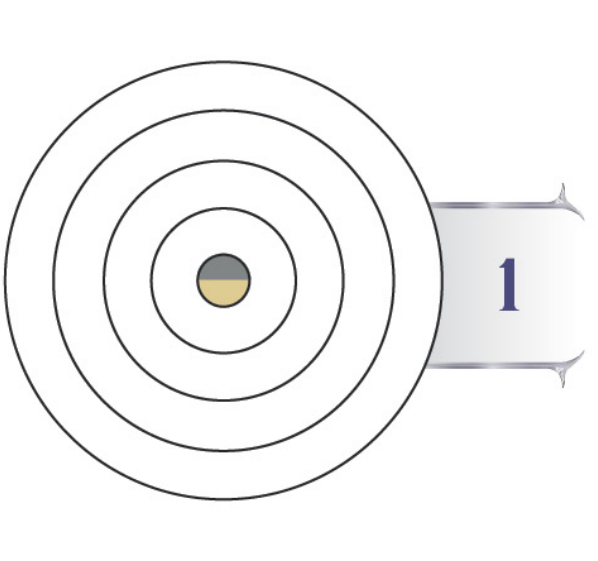
This is the great sword counterpart to Warp-strike. Noctis builds tension while readying the two-handed blade, before sending it whirling ahead. The great sword is a bigger, more damaging projectile when thrown than a one-handed sword, cutting a broad, flat swath through the space ahead. As with other teleport attacks, Noctis disappears after tossing the great sword, then reappears to catch it farther along. He finishes the attack with a big downward slash.

Steel Pirouette has a little more range and a wider hit area than Warp-strike, but takes longer to start. It's a tiny difference, around a quarter of a second, but it's long enough to mean this HP Attack isn't fast enough sometimes, whether in duels or when trying to capitalize on wall hits and such.

Still, the extra range is great, giving Noctis teeth from farther than opponents might expect. The attack can be charged, which adds a tiny bit more range—the difference between charge levels is about one character-length each. The extra meter of range per level of charge is nice, but this is better to throw off timing (giving enemies a chance to sidestep early, for example, which leaves them momentarily helpless).

PLUNGE

COMMAND	BRAVERY DAMAGE	NOTE
■	–	Use left stick to aim evasive teleport before attack.



This is Noctis's dagger HP Attack. Noctis subtly tosses his daggers into the air somewhere around himself, then warps to them, popping back into existence with both knives already primed above his head as he readies a fierce pounce. He springs straight ahead with both daggers for the attack.

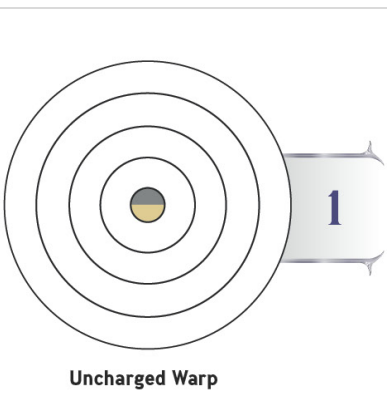
You get to choose which direction Noctis tosses his daggers, and thus where he teleports to and attacks from. When aiming his EX Skill Warp around enemies, you're oriented as though looking straight at them: up on the stick is above, down on the stick is below, left and right teleport alongside their flanks. Plunge is different. For Plunge, imagine you're looking straight down at Noctis from above. Up is toward the target, gaining distance before the strike; down is away from the target, feinting backward before pouncing back into that space. Left and right strafe to either side before angling forward.

Noctis's underhand dagger toss takes about a third of a second, then he instantly zips in whichever direction you pick. From the new location, he's immediately potentially vulnerable to enemy HP Attacks, but anything aimed at the space he just vacated will miss. Springing forward for the strike takes a half-second after the teleport, so although this is a dagger strike, it's slower to hit than Warp-strike or Steel Pirouette. Of course, the extra deceptiveness can make up for that. The max range (aimed straight at the enemy) is the same as Warp-strike's, a bit less than uncharged Steel Pirouette's.

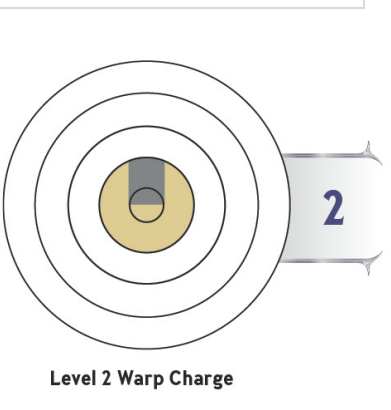
EX SKILL BREAKDOWN

WARP

COMMAND	BRAVERY DAMAGE	NOTE
▲	16	Charging alters distance traveled. Aim Warp endpoint with left stick. Stock cooldown: 45 seconds.



Uncharged Warp



Level 2 Warp Charge

Noctis's signature move, Warp, is a power afforded to him by the blood of kings flowing in his veins. With a backhand flick, he manifests a sword and sends it spinning forward. Wherever it stops, Noctis pops into existence to catch it, vanishing from his starting location and instantly skipping the space in between.

The tossed sword is a projectile that deals little Bravery damage but delivers a full stun. With a well-aimed Warp, Noctis staggers the target, and an instant follow-up attack is guaranteed!

Up to three Warp uses can be stocked at once, indicated by the number on the EX Skill icon in the bottom-left. One use of Warp takes 45 seconds to restock; restocking all three uses takes 135 seconds.

Hitting someone right after Noctis emerges from Warp scores a Warp Crit, which instantly refills much of the EX gauge. Warp right up to someone and hit them with ⬆ + ●, ● > ●, or ⬇ + ●, and the Warp has already paid for itself. It doesn't matter if it's on hit or guard; it just matters that it's immediately after Warp recovers. (Note that attacks used immediately after Warp are always aerial versions, so ⬇ + ● produces Heavy Hand.)

Warp can be charged, increasing its travel distance, at the expense of increased start-up time. Uncharged Warp covers close range. Fully charged Warp (Level 2, two pulses) extends into mid-range. A partial charge (Level 1, one pulse) lands Noctis on the border between mid- and close range.

Finally, Warp can also be aimed, increasing its trickiness and versatility. While holding ▲ to begin charging, point the left stick wherever you want to go. Leaving it in neutral while releasing ▲ auto-aims the throw straight at the enemy, but pointing it in any direction will cause Noctis to throw the sword and Warp in that direction. You can hold left while releasing ▲ to Warp to their left flank, then arrow in with the spear of Noble Charge, or hold up to warp overhead before plunging down with Heavy Hand, as just a couple examples of use. Directional Warps can be useful for dodging projectile threats you don't want to chance passing directly through.

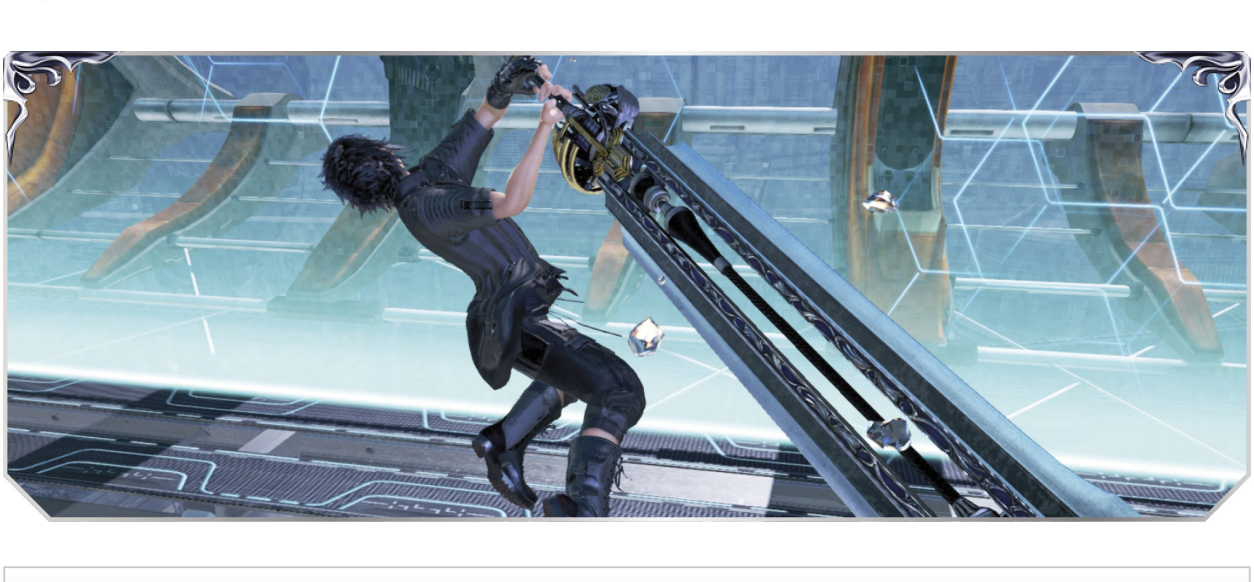
ARMIGER

STATE	BRAVERY DAMAGE	NOTE
Health Drops Under 1500 HP	+ 20–40 per attack stage	Automatically adds extra damage to Bravery Attacks.

When Noctis takes enough punishment, finding his health at a critical level, the spirits of all his forefathers emerge in the form of the Armiger arsenal, a cloud of shimmering weapons that materialize from thin air to augment his strength.

When connecting with Bravery strikes, Armiger adds on extra slashes. These don't inflict extra stun, so this doesn't lead to extra combos, but bonus damage is always a plus. Final stages of Bravery Attacks have four Armiger slashes accompanying them, adding 40 damage; pre-final, poking stages of Bravery combos have two slashes added, for 20 extra damage.

Armiger is basically an attack buff Noctis gets for falling below 1500 HP. It activates automatically and persists until he's incapacitated or the match ends. Even if he's healed back above 1500 HP, Armiger remains. This has interesting implications—you can equip the Share HP EX Skill on purpose, using it to off-load HP to allies and intentionally invoking the Armiger arsenal. Coordinate this with allies equipped with HP Regen (or Y'shtola) to gain the permanent damage boost without having to stay at dangerously low HP.



BATTLE PLAN

Noctis is, naturally, an assassin. This heir to a long line of weaponsmasters can manifest any kind of cutlery you can think of out of the very air around him, creating his weapons even as he winds up the motion for their swings. Plus, Noctis isn't armed strictly with his own assortment of daggers, swords, great swords, and polearms. His ancestors' surviving, most-favored weapons—the Armiger arsenal—are bound to him, 13-strong, ready to spring to his aid and bolster his attack power when it counts.

The big difference between Noctis and other melee attackers is Warp. You'll want to get used to the different ranges at which it can place him with different levels of charge, so you don't have to think about it in the thick of combat. Look for the subtle flashes that indicate when he hits Level 1 and then Level 2. They're a split second apart, so getting the middle level of charge when desired may take some practice. It's worth it, though, to achieve better precision placing Warps near your prey.

Post-Warp, if you KNOW you timed it correctly to end up at close range, emerge from the Warp with Aerial Assault's first two stages, ● > ●. If you're not sure about the distance, go ahead and emerge with ⬆ + ● for Noble Charge's sliding stab. Thanks to Warp Crits, you'll restock Warp with ⬆ + ● or ● > ● anyway, without finishing the combo. If you like, you can still always opt to add the closeout attacks, whether to punt the enemy far away or score a wall hit. However, it can be better to just take the opener hits, the "free" Warp restock, and stay in your quarry's face. This is especially true versus marksmen. They can have real trouble merely getting away from a sequence of ● > ●, pause, ● > ●, pause, without help.

Those are precision strikes against one foe, whether it's a marksman you're pursuing or an assassin you're dueling. Against duos or trios of hostiles in close proximity, warping above and using Heavy Hand (⬇ + ●) can clear everyone out, hit or guard, with the explosive impact slam.

The better you aim Warps, the more likely you'll be able to poke on-target immediately after regaining control. That's great for the usual reasons—combos, Bravery, knockback, wall hits, looking cool—but also because scoring hits right out of Warps causes Warp Crits, refilling the EX gauge right away. Basically, the better you are with hitting right after Warp, the more you'll be able to keep using Warp. It's only if you totally miss three Warp attempts close together that you'll be waiting on a cooldown, using a character who is briefly missing his standout feature.

Aiming Warps directly on-target also gives Noctis something most characters don't have by themselves: a verifiable, inescapable multi-attack combo. All by himself, Noctis can stun someone with the sword toss before warping to it, flatten the dazed victim against a nearby wall with a Bravery combo, then drive the point home with an HP Attack finish.

With short range on standard combo attacks and assassin-grade poise, Noctis isn't equipped to go toe-to-toe with stout vanguards, but he can be a marksman's worst nightmare with his mobility. They don't just have to worry about the usual assassin advantages like speed and altitude, but with good timing and matchup knowledge, Noctis can also Warp directly through their strongest assets. Shooting Star can be used on reaction to many marksman attacks, dropping on top of them after they overcommit; all other HP Attacks plus the Warp EX Skill can teleport through the short lives of most projectile threats.

One thing to be cautious of when aiming at enemy marksmen, or engaging in any kind of mid-air duels, is that Noctis's toolkit unfortunately doesn't cover upward diagonals very well. You can always plunge down at people with Heavy Hand (⬇ + ●) or Shooting Star (if equipped), but Noctis doesn't efficiently hit above and ahead of himself. Rely on his triple-jump to get level with fliers before engaging with Noble Charge, or better yet, see if there's someone else you can opportunistically engage on better footing.

Unlike most assassins who have at least one ranged option, Noctis does not have a true projectile attack, nor does he have an HP Attack that he can use to reliably annul incoming projectiles. His closest projectile-like attack, Dagger Toss, lacks the range and homing needed to be a real mainstay, and realistically you're not going to be dashing on the ground a lot. This is more a defense/runaway option if you already happen to be stalling and dashing away from an onrusher at ground level, usually after guarding in mid-air and falling straight down. Otherwise, your ranged option is Noctis himself, whether zipping forward with a fully charged Warp or Steel Pirouette, or dropping from above with Shooting Star or Heavy Hand. But distant action was never going to be this melee master's forte. He's better served wisely dashing and triple-jumping around the opposing team's flanks, looking for chances to move in and pick them apart with his powerful attacks.

Share HP is a great common EX Skill to activate Armiger at will. Other useful skills include Mighty Strikes, Revivify, and Teleport, which all add to Noctis's offensive strength, whether in raw power or speed. Be careful when using Provoke with Shooting Star, as leaving the arena causes the debuff to disappear. It is worth noting that if you don't have Share HP on, you may never see Armiger active because many players tend to rely on one-shot kills, especially against characters like Noctis or Shantotto who have HP-based effects.

Noctis's summon of choice is Bahamut, as Warp Crit combined with Bahamut's pre-summoning effect grant him more uses of Warp throughout the course of a match.

Due to Noctis's poor reach against targets above him, he prefers flatter arenas that allow him to use his triple-jump to get above most of the combatants. However, obstacles don't affect him much, since he doesn't rely on projectile attacks that would be nullified on contact with surfaces. His ability to Warp around corners and attack players from above means that it is difficult to hide from him by simply using parts of the stage as cover.

GALLERY

APPEARANCE

Prince's Fatigues

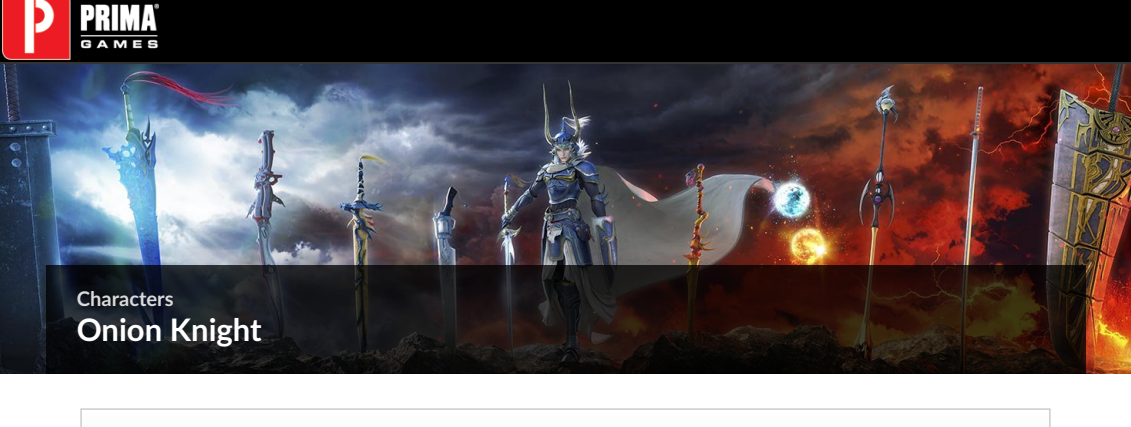
Kingly Raiment

WEAPONS

Armaments I

Armaments II

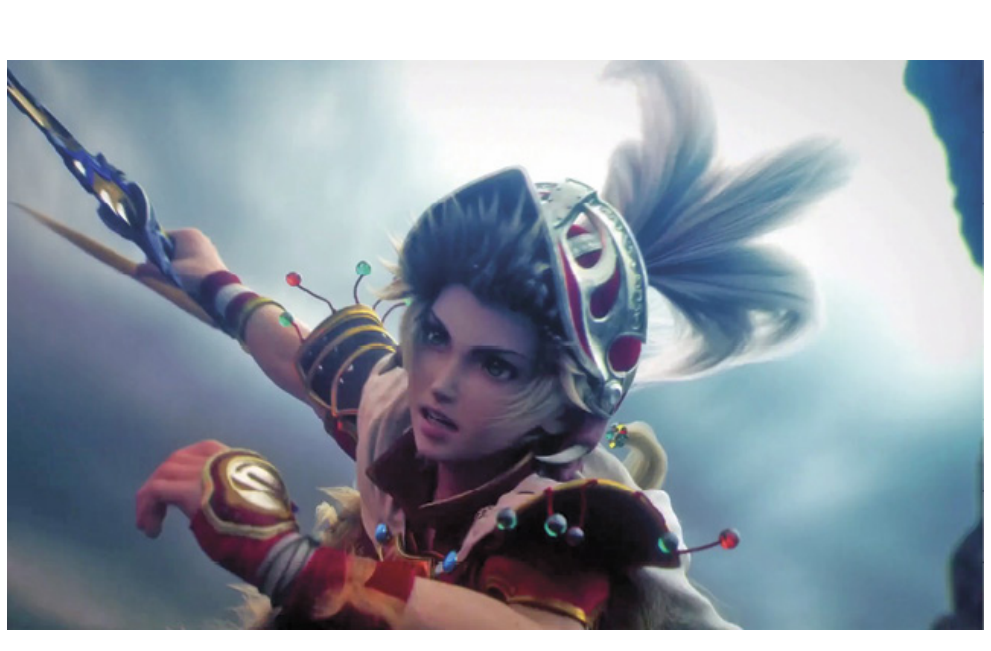
Armaments III



Characters

Onion Knight

SPECIALIST

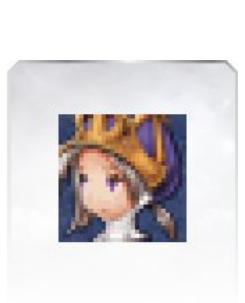


This smart aleck is a triple threat when it comes to battle: in addition to being an onion knight, he can unleash devastating melee attacks as a ninja or assail his foes in powerful spells as a sage. How to bring out the best in him is up to you.

Original Appearance: *FINAL FANTASY III*

Year: 1990

Role: The fabled Onion Knights of Ur are spiritual descendants of the Warriors of Light and go on their own globe-trotting quests to dispel the forces of evil. Battling the minions of the wizard Xande, they eventually discover a more sinister presence behind him—Cloud of Darkness.



Other Noteworthy Appearances: *DISSIDIA FINAL FANTASY* (2009), *DISSIDIA 012 FINAL FANTASY* (2011)

ARSENAL

ALL JOBS

NAME	STATE	COMMAND	RECAST TIME	RANGE	CAPSULE DESCRIPTION
Rush	Dashing	●	–	1	Dash even faster in the direction you push the left stick. Allows late cancelation into a Bravery Attack.

BRAVERY ATTACKS: ONION KNIGHT

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Sundry Strikes	Grounded & Airborne	● > ●	120, 80, 48, 16x2, 128 (408)	1	Unleash a flurry of strikes faster than the eye can follow.
Blizzard	Grounded	↓ + ●	300/400/500	2.5	Cast an ice shard that pursues your enemy.
Fire	Airborne	↓ + ●	300/400/500	2.5	Cast a fireball that pursues your enemy.

BRAVERY ATTACKS: NINJA

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Ceaseless Strikes/Breakneck Pierce	Grounded & Airborne	● > ●	112, 64x2, 32x2, 16x3, 16+ 80/96 448 (ground) / 464 (air)	1	Lunge in quickly and unleash an even faster barrage of sword strikes.
Whirlwind Slash	Grounded	↑ + ● > ●	96x4, 160 (544)	0.5	Spin your sword around and jump to gradually lift your foe higher into the air.
Wind Shear	Grounded	↓ + ●	(448)	0.5	Spin so fast while attacking that you create a tornado.
Shuriken	Airborne	↑ + ●	128, 128, 192 (448)	1.5	Chuck a massive throwing star at your opponent.
Wheeling Thrust	Airborne	↓ + ● > ●	96x4, 160 (544)	1	Quickly descend while somersaulting to attack a foe below you.

BRAVERY ATTACKS: SAGE

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Blizzaga	Grounded	●	16, 416 (432)	4	Cast ice shards that pursue your foe.
Aeroga	Grounded	↑ + ●	448	5	Cast an orb of wind magic that slowly pursues your enemy.
Flare	Grounded	↓ + ●	432	1.5	Cast a fireball that speeds toward your opponent and eventually explodes.
Firaga	Airborne	●	432	4	Cast a fireball that speeds toward your opponent and eventually explodes.
Thundaga	Airborne	↑ + ●	448	5	Cast an orb of lightning bolts that slowly pursues your foe.
Holy	Airborne	↓ + ●	432	1.5	Cast a holy orb that speeds toward your enemy and eventually explodes.

HP ATTACKS

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Sword & Sorcery	Anytime	▣	240	1~1.5	Flash some steel, then sling a spell.
Spirit Surge	Anytime	▣	–	0.5 (1 as adv. job)	Unleash an explosion.
Blade Torrent	Anytime	▣	16x8: 128 (ninja: 64, 16x10, 80: 304)	0.5 (ninja: 1)	Vex target with a series of rapid blows.
Meteor	Anytime	▣	–	2 (sage: 3)	Bombard foes with meteors from a distance.

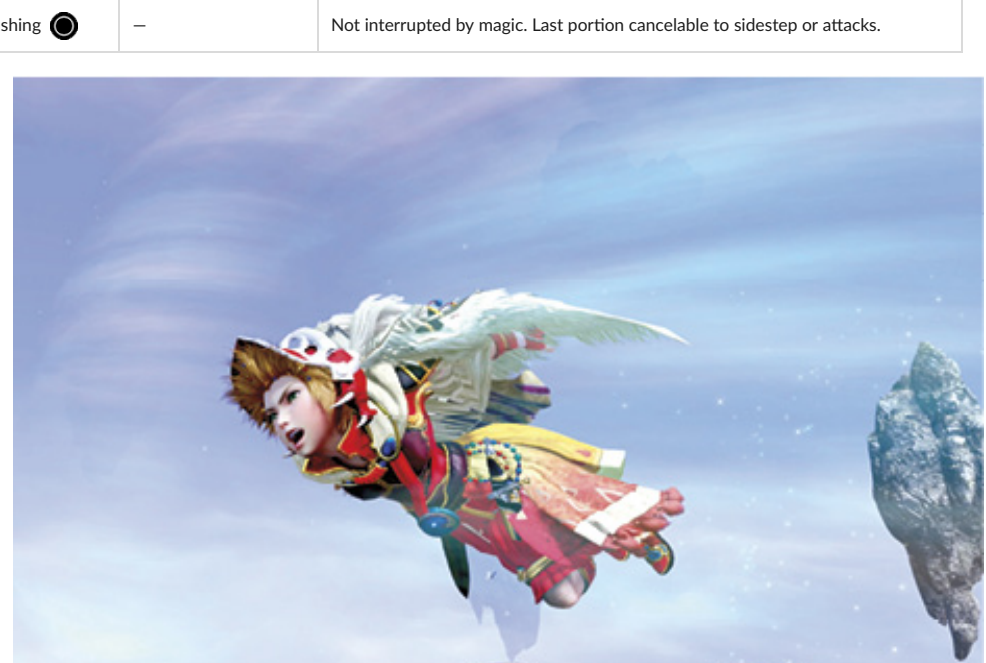
EX SKILL

NAME	STATE	COMMAND	RECAST TIME	RANGE	CAPSULE DESCRIPTION
Change Jobs	Anytime	△	–	–	As onion knight, change randomly into ninja or sage. As sage or ninja, swap to the opposite. Recover HP and Bravery.

ALL JOBS

RUSH

COMMAND	BRAVERY DAMAGE	NOTE
Dashing ●	–	Not interrupted by magic. Last portion cancelable to sidestep or attacks.



Quick note: In *DISSIDIA*, "dashing" means "flying" by holding R1. But this move, Rush, would be called a "dash" in most fighting games! To avoid confusion, this chapter will always refer to Rush specifically as its proper name, Rush, and won't lapse into calling it a "dash" as any kind of shorthand. "Dashing" is always R1 movement. Now, back to your regularly scheduled Onion Knight chapter.

With all of Onion Knight's jobs, whether flying or standing, dashing ● is a special command movement, not an attack. Upon activation, he zips forward in the chosen direction with a burst of extra speed. During Rush, Onion Knight plows through spells. He still takes the Bravery damage (and thus his foe still gains Bravery too), but he won't be interrupted, thrown off his feet, or hurled into a wall.

No part of this is an actual attack, but the latter portion of Rush can be canceled into a sidestep or an attack (Bravery or HP, either type). Dashing, then Rushing, then canceling the tail end of Rush with a sidestep is a great way to seemingly sidestep twice. This can be used for tricky movement, with several different goals, whether as another dodge option besides sidesteps, or to juke and feint while trying to coax reactions from the enemy.

While dashing around enemies, playing a waiting game, you might see an incoming projectile or HP Attack, use Rush to dodge it, when suddenly another projectile or HP Attack is about to hit. Most characters have to hold the "L" here, out of dodging options, but Onion Knight can sidestep one more time from the end of Rush.

When dashing aggressively toward an enemy, like chasing down opposing marksmen as a ninja, you might anticipate that they'll try to use one of their few close-range options to blockade your advance. Once their inevitable defensive attack is initiated, you can Rush out of the way (or right through it, if it's a spell), then cancel the end of Rush into an attack to immediately punish them for the whiffed move.

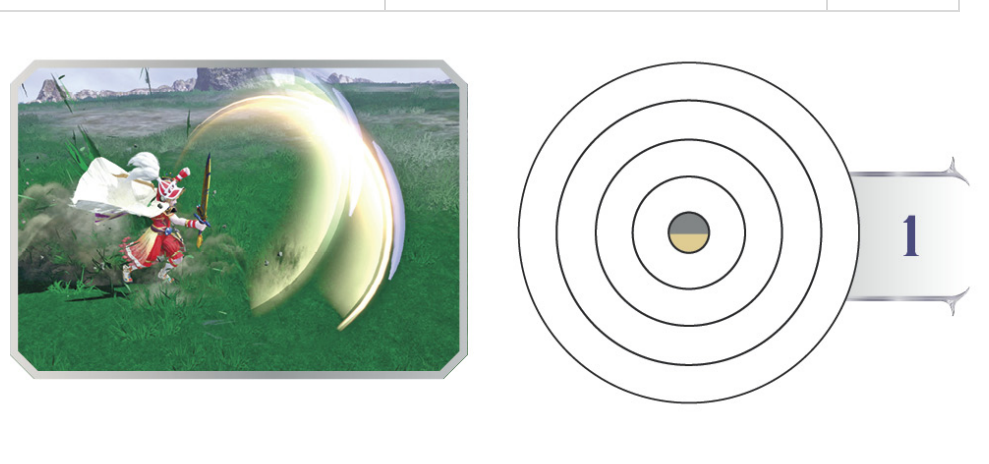
After dash canceling to chase victims following melee combos (like the onion knight's Sundry Strikes, and most of the ninja's arsenal), you can use Rush out of the dash to gain ground even faster, and for tricky redirects when you re-engage.

Rush also enhances Onion Knight's runaway ability, giving him the chance to basically dodge twice in the same direction back-to-back, which can't be done simply by sidestepping rapidly; there's a delay between them.

ONION KNIGHT BRAVERY ATTACK BREAKDOWN

SUNDRY STRIKES

COMMAND	BRAVERY DAMAGE	NOTE
Grounded & Airborne ● > ●	120, 80, 48, 16x2, 128 (408)	–



Onion Knight lunges forward with a series of lightning-quick stabs, traveling a good distance before he gives up, if no one ends up caught on his blade. On a successful hit, he moves from the opening-stab combo to a hit that knocks the victim away, allowing for a dash cancel follow-up and/or a wall hit.

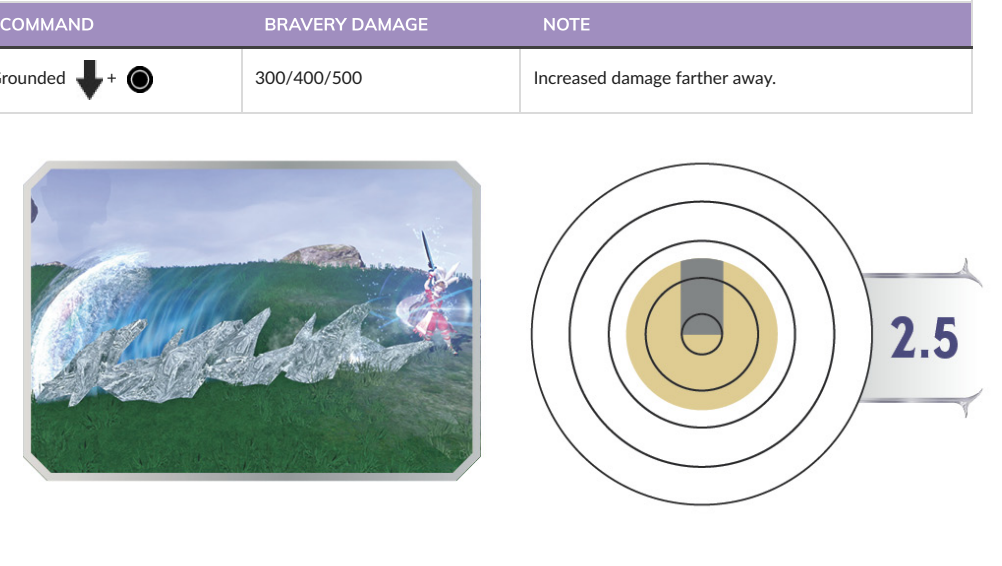
The onion knight's job has only one melee option, but it's pretty good. Sundry Strikes is the same on the ground and in the air, and it has good range, since Onion Knight slides forward stabbing for a bit. If only the last thrust connects, it won't build up as much Bravery as if the whole thing does, but it still allows the follow-up knockback strike.

The move's only disadvantage is that it has no swiping coverage, horizontally or vertically. It's a needle-strike straight ahead, so you have to catch agile opponents off guard with it, lest it get sidestepped.

Scoring consecutive Sundry Strikes hits eventually automatically changes Onion Knight's job to ninja, where he gains a much better version of this attack (along with more melee options).

BLIZZARD

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ↓ + ●	300/400/500	Increased damage farther away.



Standing on the ground, the versatile knight uses his sword to cast a frigid spell out upon the land. A damaging ice ball tears along the turf, leaving a trail of ice behind it. This leading ball of Blizzard deals damage on hit.

The longer it travels before hitting, the more Bravery damage is dealt. You get the most damage only for hitting with Blizzard at the end of its range. On downslopes and level ground, Blizzard travels its full range and has decent tracking ability to leave the ground and catch someone at low altitude. Blizzard can sometimes have trouble navigating upslope, though, especially at steep or irregular angles. When shooting at enemies uphill, err toward jumping/neutral R1 dashing so you can cast Fire at low altitude, instead of risking a Blizzard shot that gets snuffed out by the slope.

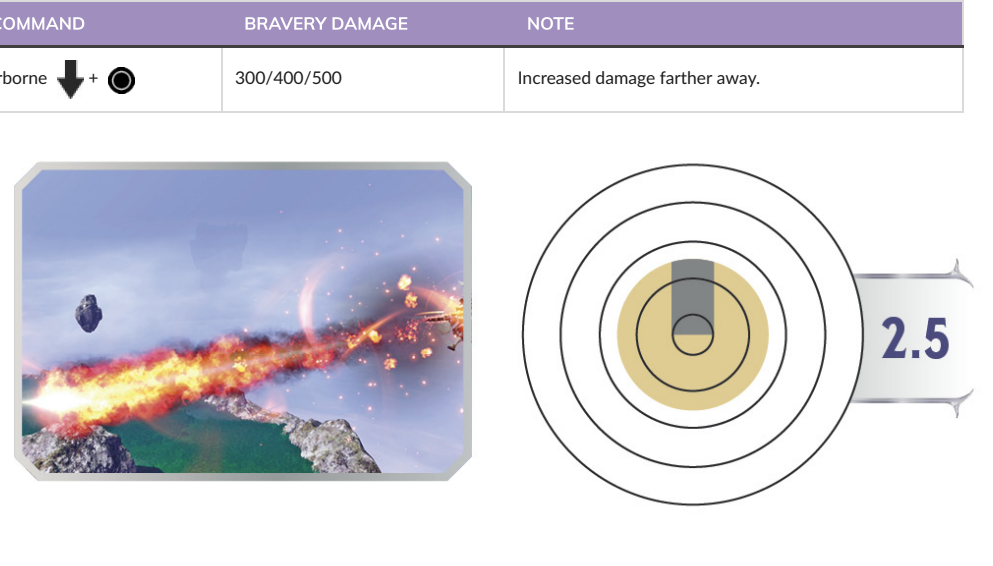
As an onion knight, casting magic doesn't just give a ranged option. It can also trigger an automatic promotion to sage. It takes three Sundry Strikes starters to swap from onion knight to ninja, or three Blizzard and Fire hits to automatically change to sage. These can build concurrently, so if you hit twice with melee and twice with magic, the fifth hit's type determines your job swap.

BLIZZARD/FIRE RANGE: DAMAGE

RANGE	BRAVERY
1-1.5	300
1.5-2.4	400
2.5	500

FIRE

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ↓ + ●	300/400/500	Increased damage farther away.



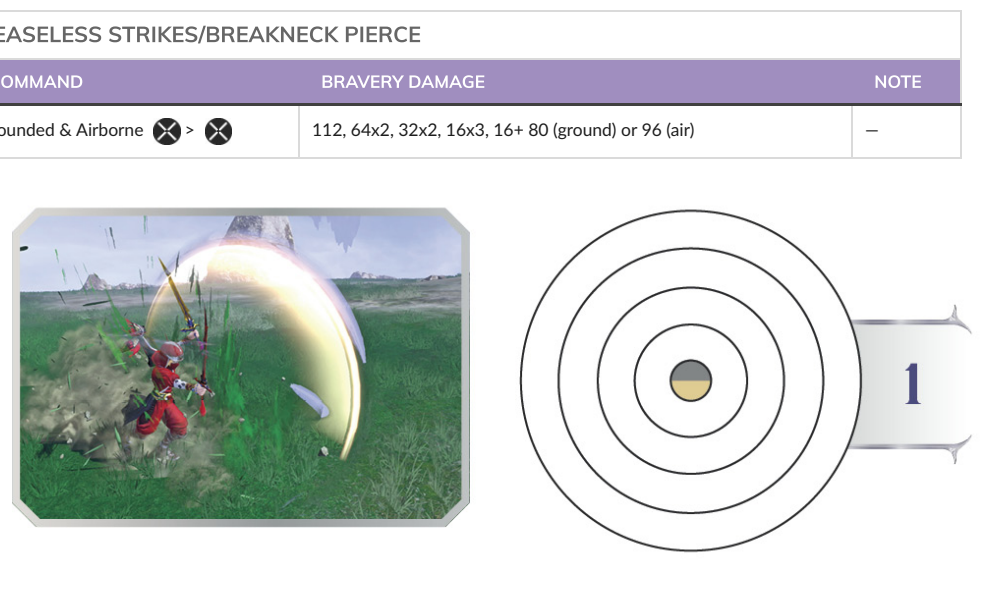
In mid-air, Onion Knight launches a magic fireball from his sword at the opponent. On hit, Fire deals Bravery damage, and it has decent tracking ability. Pretty straightforward.

Like Blizzard, Fire deals more damage farther away, with the same range and damage variations. It also builds Onion Knight toward an automatic sage job swap, if you continuously pelt the opposing team with Fire and Blizzard casts. The third successful shot should change his job, if you don't make it to ninja first with melee stabs.

NINJA BRAVERY ATTACK BREAKDOWN

CEASELESS STRIKES/BREAKNECK PIERCE

COMMAND	BRAVERY DAMAGE	NOTE
Grounded & Airborne ⊗ > ⊗	112, 64x2, 32x2, 16x3, 16+ 80 (ground) or 96 (air)	–

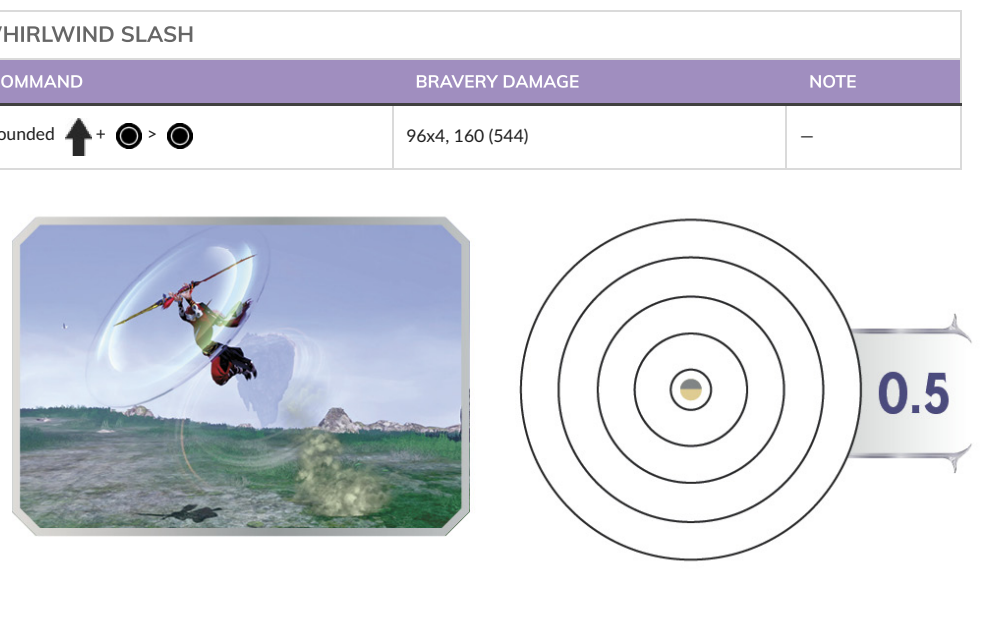


This is Onion Knight's significant upgrade from Sundry Strikes, beginning with a similar lunging, repeated needle-stab, before moving into the finishing hit. On the ground, Onion Knight slaps the enemy away with a two-hit launching swipe; in the air, he finishes with a single cross-blade spiking hit. Either finisher allows for a dash cancel to chase enemies down.

Although the finisher is slightly different, the first poking stage is the same, whether on the ground or in the air. This is the primary opening strike for Onion Knight against opponents on a relatively even plane, and it deals significantly more Bravery damage as a ninja than as an onion knight. Simply using the first stage and letting it finish without a finisher, then starting it up again, is a good way to pressure a solo marksman, who doesn't have options to deal with this without teammates nearby. Slam someone into a wall with this combo, then do it again, racking up tons of Bravery with a basic sequence.

WHIRLWIND SLASH

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ↑ + ● > ●	96x4, 160 (544)	–

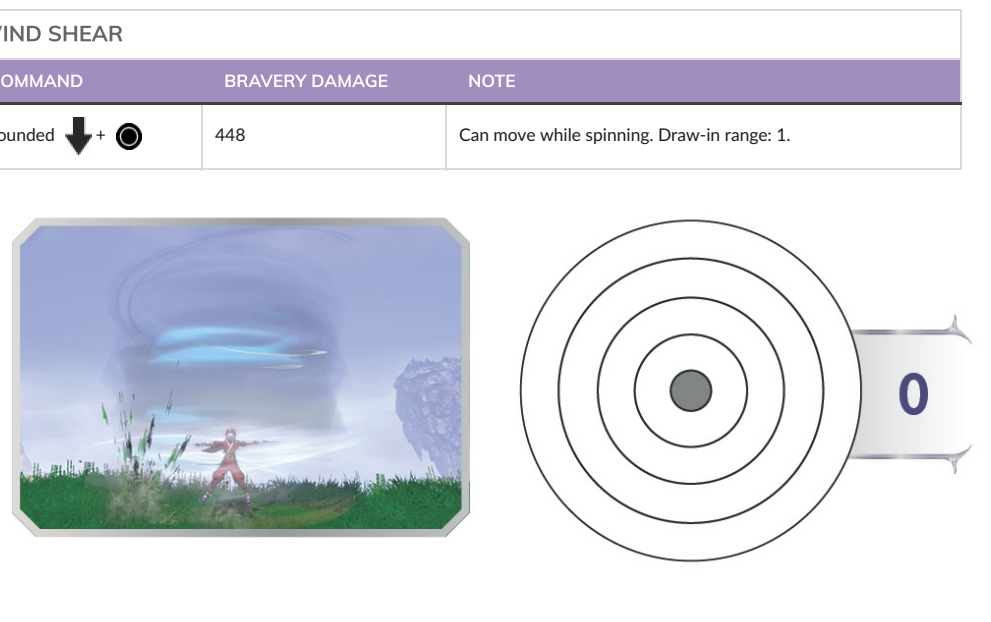


Onion Knight springs up off the ground, leaping up-forward, both swords twirling like rotors. If a foe is caught up in the blades, it's possible to tack on a spiking double-sword hit. This can wall-splat them, leading to combo opportunities for the ninja or his teammates.

The range listing here is for enemies even with Onion Knight. His leaping travel means he'll whiff over the heads of ground-level enemies outside of basically point-blank range. Measured diagonally, the range is tremendous, making Whirlwind Slash great for shooting down enemies who are jumping or dashing around nearby. This can clip the feet of enemies floating/flying at standard double-jump height. Having this anti-air angle covered with Whirlwind Slash is one of many ways the ninja job outdoes the onion knight's melee.

WIND SHEAR

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ↓ + ●	448	Can move while spinning. Draw-in range: 1.



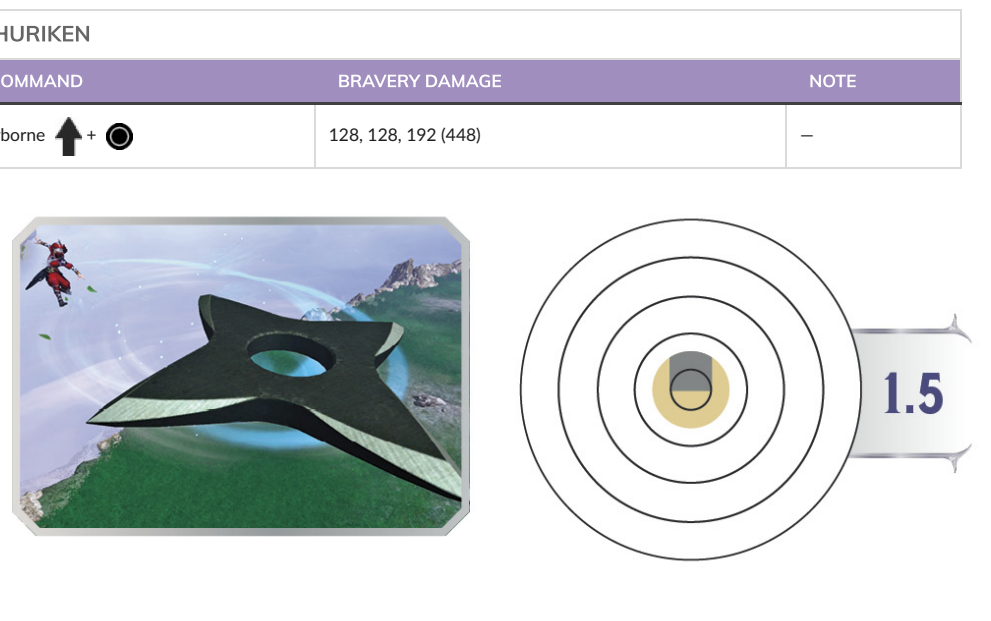
With lightning speed, Onion Knight hops into a blur, swords outstretched, generating a wicked gale that sucks in victims nearby.

His Wind Shear is ridiculously fast, one of the quickest attacks in *DISSIDIA*. Hitting after just a sixth of a second, Wind Shear's tornado can be piloted as needed for another second and a half! Anyone wandering too close will have to dash or sidestep to outrun Wind Shear bearing down on them. On hit, it tosses victims away with a single brutal gust.

Wind Shear can't be dash canceled on hit, but the latter part of Wind Shear's spin can be evasion canceled on hit, whiff, or block. Onion Knight as a ninja is already a fast character, and abusing Wind Shear in close—and erratically evasion canceling out of it before going into more attacks or aggressive movement—adds to his intimidation factor as an assassin. Wind Shear's gust reaches surprisingly high, too, pulling in airborne enemies who aren't already clearing over double/triple-jump height when the twirling ninja passes under them.

SHURIKEN

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ↑ + ●	128, 128, 192 (448)	–



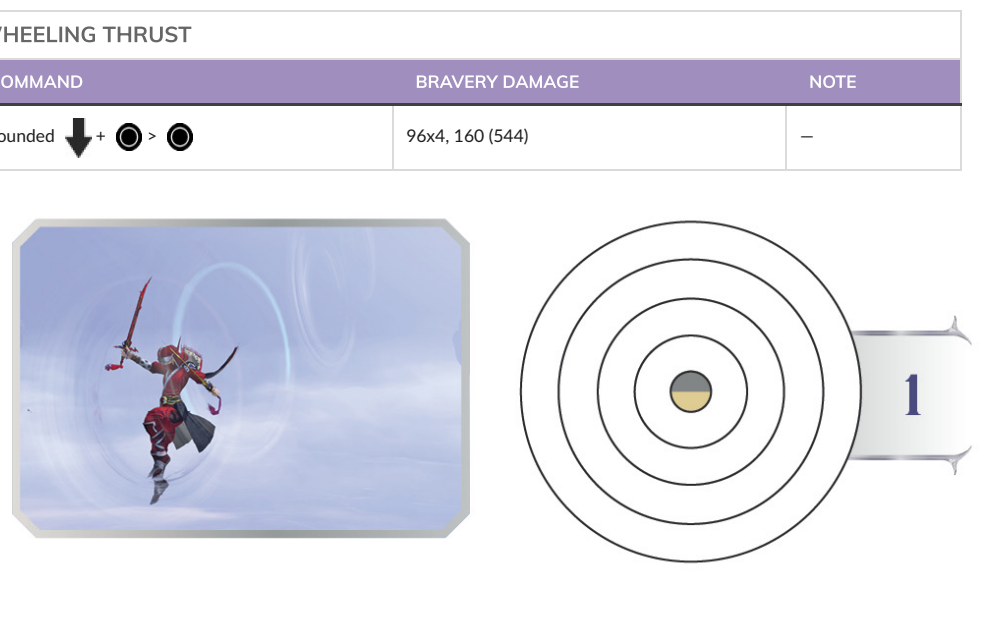
Now THAT'S a ninja star. Onion Knight leaps and hurls an enormous Shuriken he produces from who-knows-where, sending it spinning toward his target.

The Shuriken makes a flat, wide projectile, a little different from the usual sphere-shaped fireballs used by many fighters. When it hits, it sticks in place on the enemy, continuing to spin and hitting them a couple times before knocking them away. This short delay can be enough for allies nearby to take advantage, catching the victim with their own attacks off the Shuriken. At the right angles near a wall, the spinning Shuriken's finishing slash can also flatten foes across the wall, allowing more hits before they can recover.

Shuriken isn't long-lasting enough to use as any kind of marksman-like ranged threat. It's more like a mid-range poke. If you want projectile backup as a ninja, you'll either have to get it from a marksman teammate or lay it down first as a sage, then job-change and follow it in.

WHEELING THRUST

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ↓ + ● > ●	96x4, 160 (544)	–



Onion Knight pinwheels from the air down toward the ground, fists and feet the whole way. Any hits drag the victim along, where, at the bottom of his path, Onion Knight brings all his momentum into an upside-down two-sworded swat that launches the victim out to the edge of mid-range, a good bit of Bravery sapped.

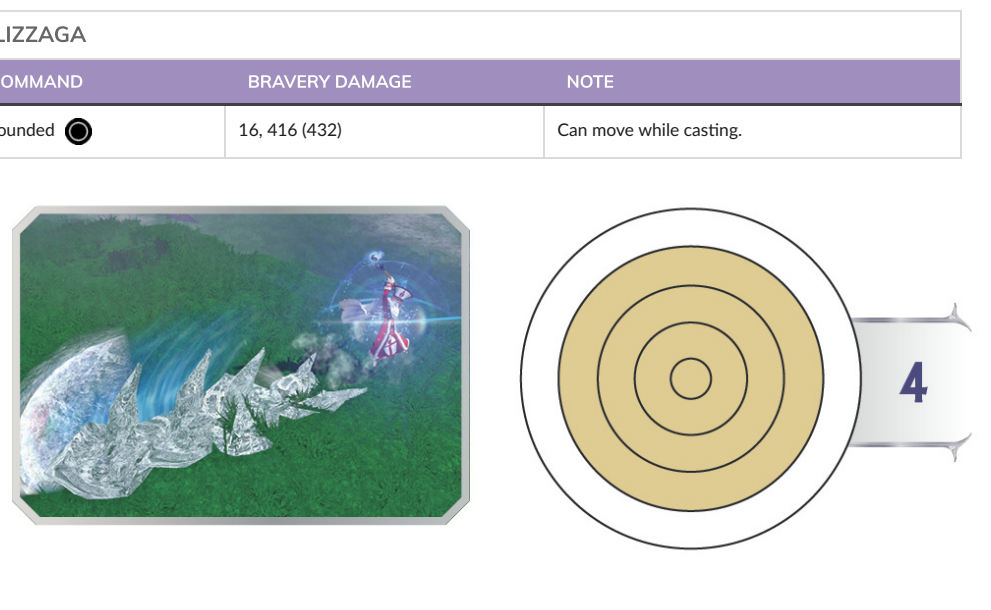
This dive-bombing Bravery Attack goes hand in hand with the ninja's fast speed and air mobility. His triple-jump allows him to get over the heads of most other characters, though max triple-jump height is too far for Wheeling Thrust to reach anyone standing on the ground.

This is a perfect combo to follow up by dash canceling back in after opponents. They don't get thrown too far, and Onion Knight can reach that distance extra quick with the combination of a dash cancel and the unique Rush move.

SAGE BRAVERY ATTACK BREAKDOWN

BLIZZAGA

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ●	16, 416 (432)	Can move while casting.

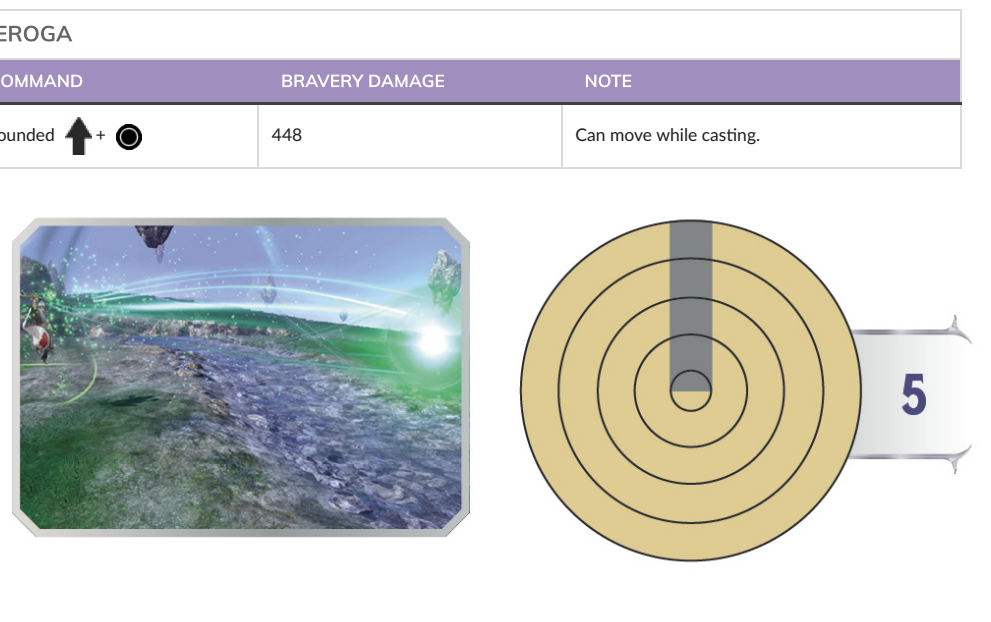


With an upward flick of his wand, the sage sends an ice ball along the ground, trailing ice in its wake. The explosion on hit is bigger than using Blizzard as an onion knight, so this has potential for nailing multiple foes if they're close enough.

Blizzaga's tracking and range are better than the onion knight's Blizzard. Blizzaga still has the same problem with upward slopes, though. It works together with Firaga as a quick mid-to-long-range projectile. If there's time, it's best to get Thundaga/Aeroga in play before using Blizzaga/Firaga.

AEROGA

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ↑ + ●	448	Can move while casting.



Onion Knight doubles over before springing up, wand spinning, to release a powerful, long-lasting ball of wind. This big projectile has enormous range and travels very slowly, lasting almost seven seconds. Whether it hits someone or simply hits its max range, it discharges in a huge shockwave.

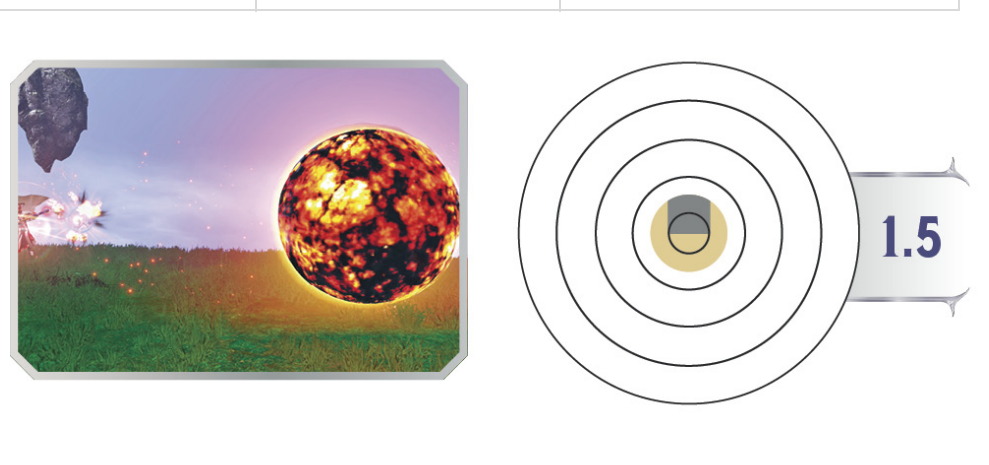
Aeroga has enormous range, reaching anyone on the minimap. It travels slowly, taking almost seven seconds to reach the end of its path. The slow travel speed means it's not going to hit anyone unless they're just sitting there watching it coming, but that's not how battles play out. Aeroga is great for helping clog the field, giving the target something to run from/accidentally get hit by, providing frontal projectile cover for Onion Knight, and putting a moving hazard on the field that the target's teammates may very well run into while being too busy engaged with your friends to notice. With long range in hand and great homing, it's also perfect to fire and forget at summoning cores, so you can quickly return your attention to the opposition.

Aeroga travels at about the same speed as Onion Knight running (also true of its aerial analog, Thundaga), so it's possible to follow Aeroga in as your cover, running alongside or even within it. If the situation calls for a shift to ninja, you can pick an opportune victim, cast Thundaga and Aeroga back-to-back, then job-change and rush in as a ninja, with two sage nukes still churning ahead of you. If the target is cornered or near walls and reacts poorly, this can get gnarly for them, as you can potentially self-combo as the ninja off the sage's nukes.

Casting Aeroga while a previous instance of it is still on the field makes the first spell disappear harmlessly.

FLARE

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ↓ + ●	432	Can move while casting.

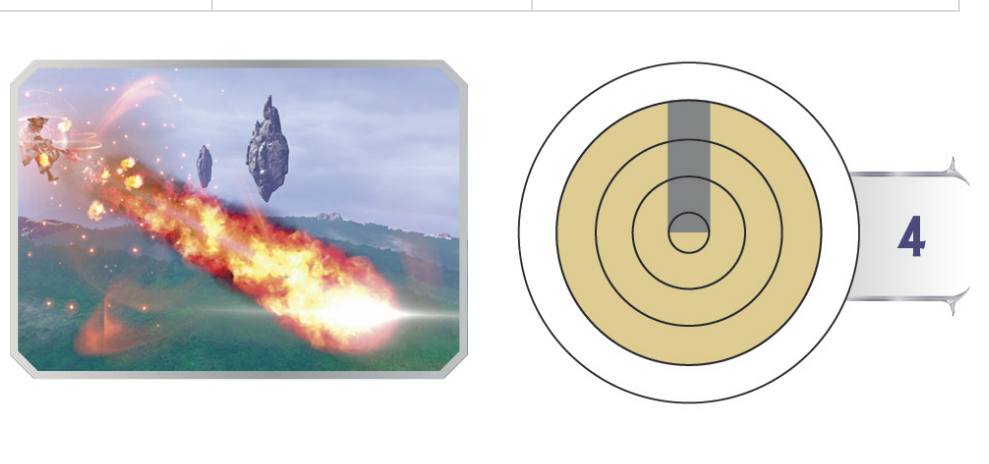


With a swing of the wand, Onion Knight quickly ejects a smoldering globe that travels a short distance, then explodes with devastating force. When the globe goes, its blast radius is as wide as three globes end over end!

Flare is a tool for prying aggressors off Onion Knight on the ground. As a sage, Onion Knight has a total lack of close-range Bravery Attacks. The closest he gets are Flare and Holy in the air. (Though three of his HP Attacks are close-range, so that's something to keep in mind.)

FIRAGA

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ●	432	Can move while casting.

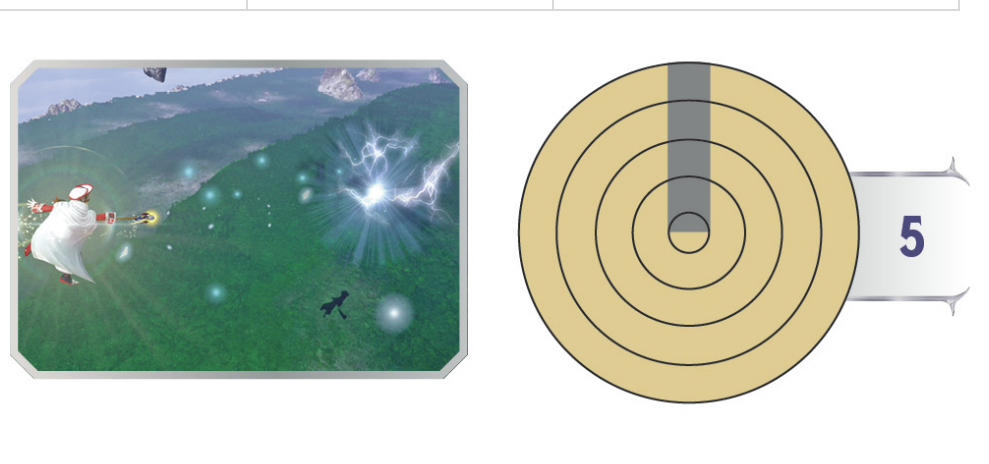


With a backhand flick of the wand, Onion Knight hurls a bigger, better fireball than the basic Fire spell. Firaga travels farther, with better tracking and a much bigger area-of-effect explosion on hit.

This is the sage's standard-bearing harassment/standoff projectile, with a decent mix of all attributes and nothing too unusual going on. From a mid-to-long-range standoff, team vs. team with neither having an obvious advantage, slow-rolling Thundaga balls backed up by a rhythm section of constant Firaga casts helps deter frontal assaults and set up temporary mobile cover for your own melee allies to rally behind.

THUNDAGA

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ↑ + ●	448	Can move while casting.



With an aerial forward flip into an overhead wand flick, Onion Knight sends a ball of lightning crackling slowly toward the target. When it strikes something or meets the end of its path, the ball blossoms into six lightning bolts, striking the same area at once. This electric explosion, like the ends of most of Onion Knight's spells, is great for catching teammates or enemies near a wall struck by Thundaga.

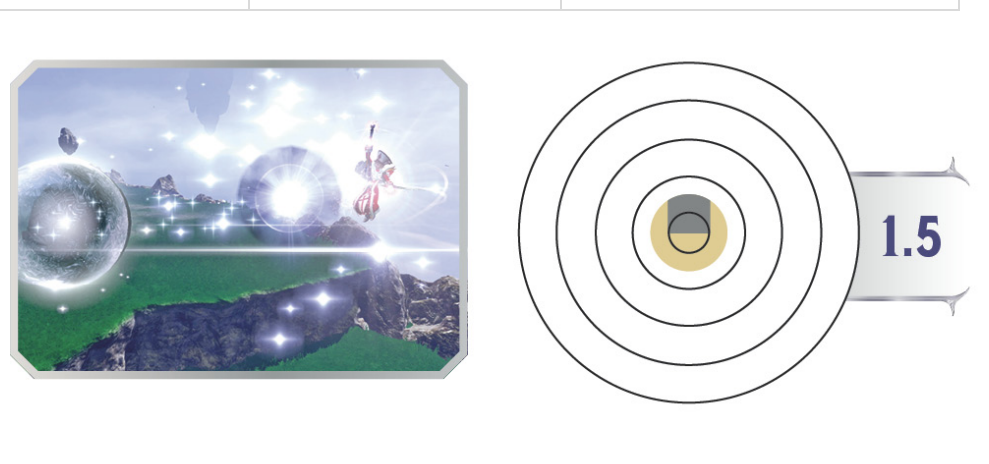
Thundaga is the electrical, airborne counterpart to grounded Aeroga, and a great complement to it. Like the wind spell, Thundaga lasts just short of seven seconds, and with a range of five—basically max, with very few exceptions—any adversary on the minimap is a viable target.

Evasion cancel from the recovery of Thundaga to quickly cast another aerial spell, or dash in after the lightning ball to close distance. If there's an assassin nearby or an attack incoming, guard cancel to fall earthbound quickly. If the coast is clear on the ground, immediately cast Aeroga and evasion cancel forward. Now you have BOTH long-lasting homing spells on-screen at once and several seconds to use them as cover, chase in after someone behind them, or back them up with quicker spells.

Also like Aeroga, you can't cast Thundaga again without nullifying any previous instance of Thundaga. If you want multiple slow-moving spells on-screen together, hand off between wind and thunder.

HOLY

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ↓ + ●	432	Can cast while moving.



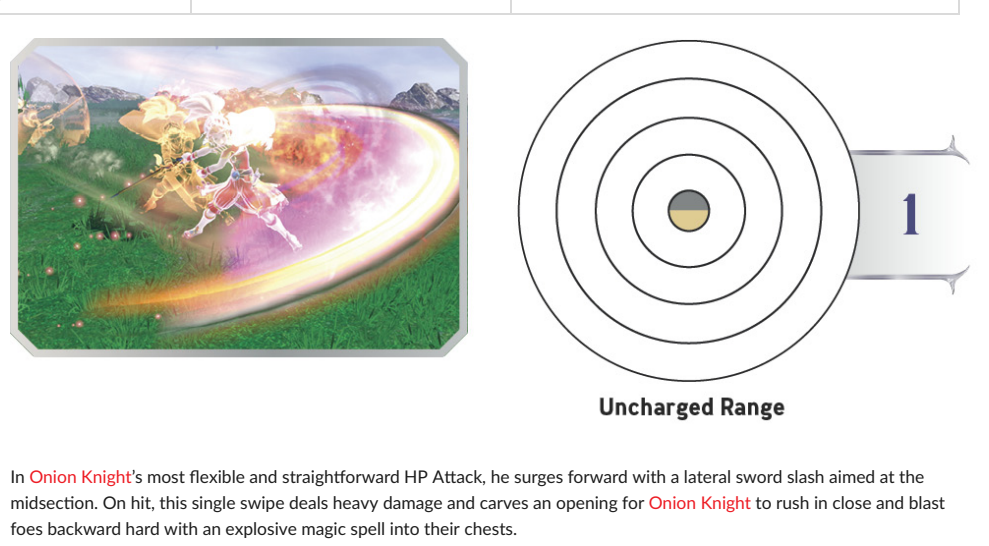
Thrusting the wand from his hip to above his head, Onion Knight underhand-tosses a holy grenade, which shortly bursts into a momentary pillar of light. The shorter range and quicker release of Holy make it appropriate for getting assassins and vanguards off you at mid-range, like Flare on the ground.

This light pillar hits enemies above or below where Holy detonates; foes can't avoid this tracking spell by double/triple-jumping over it, nor by falling quickly under it. It also has potential for hitting enemies who are hiding on a lower level, just beyond a barricade or ledge, if the splash damage reaches down to their heads.

HP ATTACK BREAKDOWN

SWORD & SORCERY

COMMAND	BRAVERY DAMAGE	NOTE
▣	240	Charging increases range.



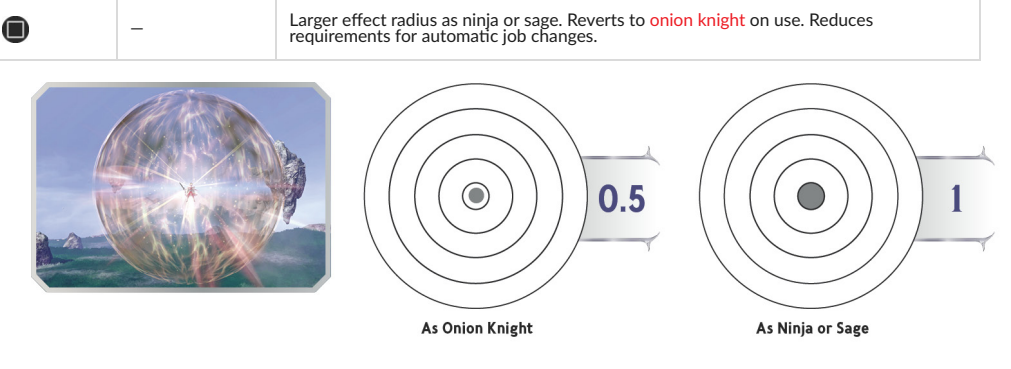
In Onion Knight's most flexible and straightforward HP Attack, he surges forward with a lateral sword slash aimed at the midsection. On hit, this single swipe deals heavy damage and carves an opening for Onion Knight to rush in close and blast foes backward hard with an explosive magic spell into their chests.

The range on Sword & Sorcery can be increased a little by holding the button, charging the attack. The range increase isn't great enough to use this attack on targets in motion, though, only against targets distracted by nearby friends.

In any job, Sword & Sorcery is a reliable way to deal a potential knockout shot to the beginning of mid-range. It's great for piling on when teammates create long openings, like with a vanguard's slow combo or a marksman's multi-projectile barrage, and for capping off wall hits with a bang.

SPIRIT SURGE

COMMAND	BRAVERY DAMAGE	NOTE
▣	–	Larger effect radius as ninja or sage. Reverts to onion knight on use. Reduces requirements for automatic job changes.



During this HP Attack, Onion Knight simply explodes, unleashing his pent-up job energy as a mid-range area-of-effect burst. The damaging radius expands quickly from Onion Knight, dissipating after a second. Anyone caught within receives Onion Knight's Bravery balance as HP damage.

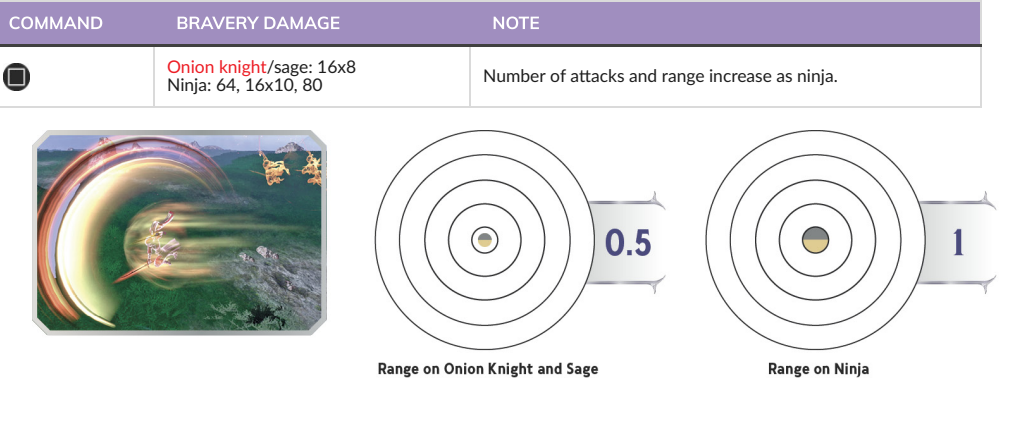
Spirit Surge's range is much bigger as a ninja or a sage. However, using Spirit Surge as ninja/sage will revert him to onion knight form. This is the only way to change back to onion knight without getting knocked out.

Thankfully, though, as a big bonus while using Spirit Surge, you only need to land a single melee attack or spell to transform—one-third the usual number of landed blows needed to automatically transform from onion knight to an advanced job!

Like Sword & Sorcery, Spirit Surge is an effective close-range HP Attack on any job, with a bonus for the advanced ones. But using it means juggling jobs more frequently, which requires some mental gymnastics, since you're reset to onion knight with every discharge, and this might put you on an awkward advanced job for a given situation (mage when your team could use an assassin, or vice versa), or simply the advanced job you like playing less. It's usually better to land the hits you can get in skirmishes, rather than focusing too much attention on what kind of hit. For example, forsaking spells and saving onion knight exclusively for a single melee stab, getting you back to your preferred ninja, can be detrimental if rushing in for melee gets you killed, or holding off on ranged attacks costs your team in space control.

BLADE TORRENT

COMMAND	BRAVERY DAMAGE	NOTE
▣	Onion knight/sage: 16x8 Ninja: 64, 16x10, 80	Number of attacks and range increase as ninja.



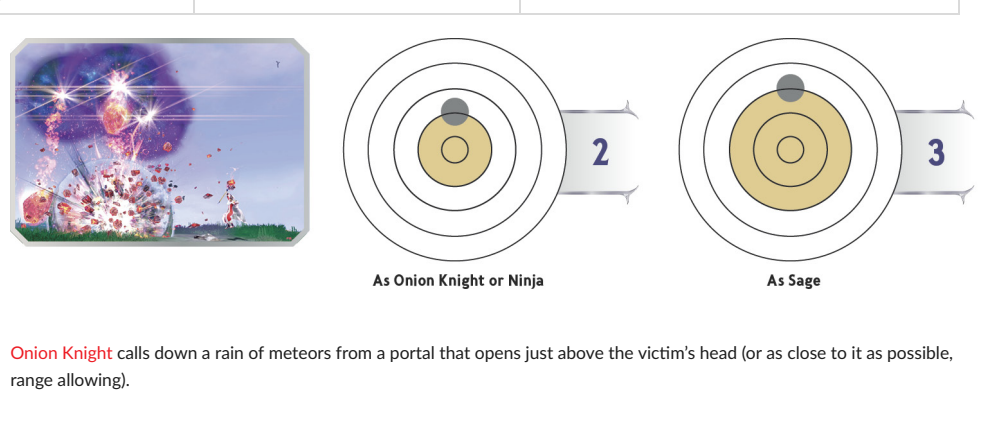
Onion Knight hops in place several times to psych himself up and tense his muscles for a pounce, then he suddenly springs forward, slashing with his sword. On hit, he proceeds into a rapid dicing combo, slashing the enemy repeatedly, building extra Bravery before the punishing HP hit at the end.

For onion knight and sage, this melee HP Attack is inferior to Sword & Sorcery, which offers those jobs more range and builds more Bravery. For onion knight, landing Blade Torrent gets you halfway toward a ninja promotion.

For ninja, it's a different story. Ninja's Blade Torrent range is comparable to uncharged Sword & Sorcery, while dishing out more Bravery damage before the finale. If you plan to spend basically 100% of your Onion Knight time as a ninja assassin, there's a compelling argument for picking Blade Torrent. If you plan to be fluid with job-swapping, Sword & Sorcery and Spirit Surge are stronger choices.

METEOR

COMMAND	BRAVERY DAMAGE	NOTE
▣	–	Range increases as sage.



Onion Knight calls down a rain of meteors from a portal that opens just above the victim's head (or as close to it as possible, range allowing).

Compared to other HP Attacks, Meteor's biggest advantage is that it isn't blocked by physical obstacles. If someone is on the other side of a barrier or wall that would block typical direct attacks, you can still open a Meteor portal right above their heads from behind cover.

Meteor is a spell, counting toward a sage transformation when used as onion knight. It only takes two Meteor hits, as opposed to three Fire/Blizzard hits. With the sage job, Meteor has greatly enhanced range.

If your favorite Onion Knight job is sage, Meteor is here for you. It's also great on stages with confined quarters or lots of obstacles, like Midgar. Attacks that come right down on top of targets don't care when sightlines are broken, allowing you to bomb from behind cover with enhanced range as sage. The ability to bomb behind cover, coupled with the decent range on any job, means that Meteor isn't quite as sage-skewed as Blade Torrent is ninja-skewed.

EX SKILL BREAKDOWN

CHANGE JOBS

COMMAND	BRAVERY DAMAGE	NOTE
△	–	75-second cooldown. Invulnerable while changing jobs. As onion knight: Changes randomly to sage or ninja. As sage/ninja: Swaps jobs. Restores 500 Bravery and 525 HP.

Onion Knight's EX Skill allows him to swap between his three jobs. When in onion knight form, using Change Jobs has a 50/50 chance of changing Onion Knight into either a ninja or a sage. If Onion Knight is already in ninja or sage form, using Change Jobs swaps between them.

When using Change Jobs, Onion Knight gains 500 Bravery and restores 525 HP. Onion Knight is also fully invincible for a second after swapping jobs; with immaculate timing, a job change can be used to dodge incoming attacks or summon spells.

Ninja is an assassin-type job, granting Onion Knight increased speed, a triple-jump, and much better melee attacks.

Sage is a marksman type—and among the more aggressive ones available, too—with lots of long-range, direct-assault magic. Onion Knight trades his sword attacks for a full suite of attack spells.

If Onion Knight is incapacitated, in addition to coughing up a point to the other team, he'll be reverted to onion knight form. The HP Attack Spirit Surge also changes him back to onion knight from ninja or sage.

BATTLE PLAN

Onion Knight is a humble, plucky, sarcastic warrior who begins in something of a stunted role. Initially, as an onion knight, he's like a stripped-down version of both of his other, more advanced jobs. Onion Knight form is like the understudy to ninja and sage; the neutral (air or ground) ● > ● combo for onion knight is inferior to the ninja's basic melee combo, and the onion knight's command of Fire and Blizzard can't compete with the increased range and variety of the sage.

As an onion knight, he is simply underequipped for the task at hand. He's too limited in this state to even be clearly labeled as a marksman, assassin, or vanguard. Thus, juggling between his job roles as needed must become second nature, so you can access a fuller arsenal.

The most direct route to swapping roles is the Change Jobs EX Skill, but that's only available every 75 seconds. However, Onion Knight can also graduate from the onion knight job by consistently striking foes with either melee or magic moves. To automatically upgrade from onion knight to ninja, keep landing ● > ● Sundry Strikes combos. To upgrade from onion knight to sage, keep harassing foes with long-range Blizzard and Fire (↓ + ●).

Building to either ninja or sage is somewhat like trying to activate Garland's Deranged Soul buff. You need three melee or magic strikes (though you're not racing an invisible timer to get the buff, like with Garland). Land two of each, and the fifth attack type determines which job Onion Knight becomes. HP Attacks (except Spirit Surge) are worth a little bit more and upgrade to ninja or sage in two hits.

Whether a situation calls for ninja or sage varies depending on your teammates, the opposing team's composition, and perhaps the battlefield. If you've teamed up with a vanguard and an assassin, playing as a ninja creates a melee-heavy team. The converse is true if you're with two marksmen, then swap to sage; that could be good or bad, depending on how effective the opposing players are at dealing with keepaway. As for the arena, locations with lots of height changes and obstacles are more conducive to ninja. Faster running and a triple-jump means ninja is nimbler navigating more complex terrain, and these areas naturally lead to more close- to mid-range encounters. Whereas wide-open stages are a delight for sage, who can pump out multiple long-range hazards at once with the best of them.

The strength of Onion Knight is his flexibility; his weakness is that he must jump through an onion-knight-job-sized hoop to get to ninja and sage. Onion knight's melee attack is great, but it's just one attack. You also have to work with occasionally less-than-ideal advanced job situations since, after first changing to ninja or sage, you'll probably still be waiting on the initial availability of the Change Jobs EX Skill, should you want to swap.

As a ninja, Onion Knight is a speedy assassin type, suited for hunting preoccupied enemies and opposing marksmen. He's much faster and nimbler, his neutral ● combos are even better than the onion knight's, and he gains melee attacks for all angles. If the team already has specialized magic-slinging backup, focus on ninja and rush down strays broken off from the pack.

Sage, on the other hand, is best suited as the specialized magic-slinging backup. Spell reach is unsurpassed, and he can keep the projectiles coming in all mid- and long-range situations with lots of effective attack spells. However, one of the reasons sage is so incentivized to stay very far away and abuse this long reach is that options are extremely limited in close, if enemy melees close in. Sage has no melee attacks, and the closest-range spells (Holy and Flare) can easily miss an agile attacker circling and sidestepping. This gap in ability can be shored up a little with the use of his HP Attacks, any of which is potentially useful for surprising a close-range attacker, if there's a chance to get a word in. You can also consider picking extra EX Skills that give a little insurance against rushers, like Slowga and Bindga.

GALLERY

APPEARANCE

Onion Knight

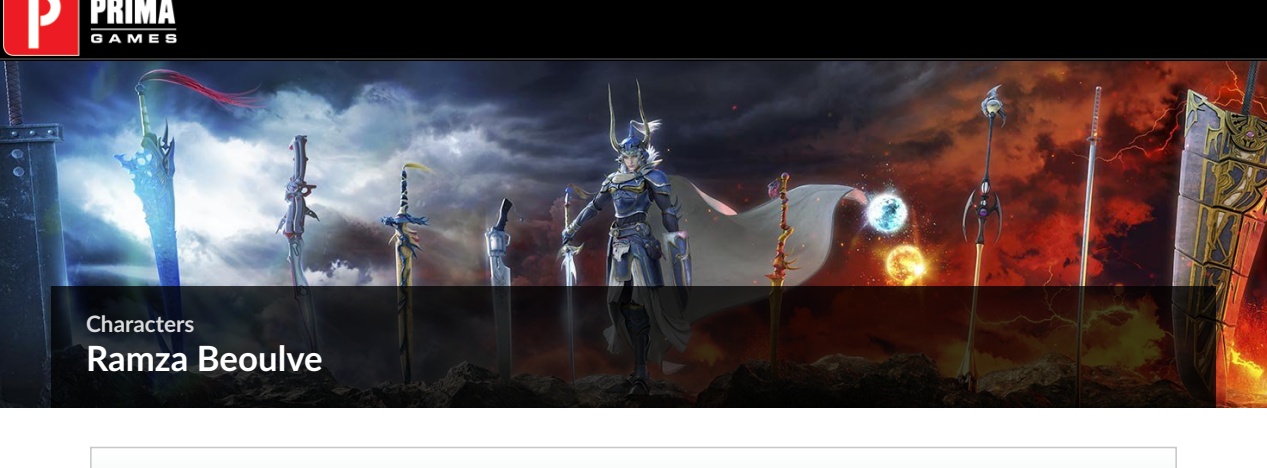
Bladewielder

WEAPONS

Onion Sword/Eternity Staff/Eternity Blades

Serpent Sword/Golem Staff/Ashura

Royal Sword/Rune Staff/Kotetsu



Characters

Ramza Beoulve

SPECIALIST

Ramza can employ his EX Skills to enhance his own abilities and support his allies. As he can also fill his EX Skill gauge at will, you can constantly maintain the two skill effects as long as you use them strategically.

Original Appearance: *FINAL FANTASY Tactics*

Year: 1998

Role: Ramza's long-untold story is one of many rich tales of the War of the Lions, among the many memorable periods in the history of the kingdom of Ivalice. His name was mostly stricken from the telling for centuries; those few scholars who had heard of him said the name with venom, for he was considered a heretic of the church. But it wasn't true. Ramza was a hero instrumental to calming a tumultuous period, one that saw his best friend, Delita, hailed as a virtuous mercenary who would become king, while Ramza went unsung.

Ramza
I shall save you, Alma.
Come what may.

Ramza
I wonder where all this leads...
Delita, what do you make of this?
Delita
I'm not sure. I have my guesses, but...

ARSENAL

BRAVERY ATTACKS: NORMAL

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Graceful Swings	Grounded	● > ●	192, 272 (464)	0.5	Cut into your foe twice before sending them flying.
Rush / Airborne Rush	Anytime	↑ + ● > ●	32x3, 80, 304 (480)	1.0	Charge into your foe twice.
Cast Stones	Grounded	↓ + K h (chargeable)	320/352/384	2.0/2.5/3.0	Pick up a stone from the ground and throw it at your foe.
Golden Cross	Airborne	● > ●	192, 272 (464)	0.5	Cut downward at your foe, then send them hurtling with a follow-up blow.
Ultima	Airborne	↓ + ●	384	2.0	Cause a magic projectile to come crashing down upon your opponent's head.
Reaper	Dashing	●	400	1.0	Charge toward your target before delivering a forceful blow.

BRAVERY ATTACKS: SHOUT

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Graceful Swings	Grounded	● > ●	240, 320 (560)	1.5	Slice into your opponent and send them flying with a blow that generates a shockwave.
Rush / Airborne Rush	Anytime	↑ + ● > ●	48x3, 96, 336 (576)	2.0	Charge toward your opponent and follow up with a far-reaching piercing attack.
Astral Munition	Grounded	↓ + K (chargeable)	448/480/512	2.5/3.0/3.5	Send the energy stored in your sword flying forth as a projectile.
Golden Cross	Airborne	● > ●	240, 320 (560)	1.5	Strike with an overhead blow and follow up with a horizontal one that generates a shockwave.
Ultima	Airborne	↓ + ●	480	3.0	Cause a massive magic projectile to come crashing down upon your opponent's head.
Blade Flash	Dashing	●	128, 400	2.0	Charge toward your target before delivering a forceful blow that generates a shockwave.

HP ATTACKS

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Enervate	Anytime	■	112, 119 (231)	1.5	Cut into your foe thrice, temporarily reducing their defense, attack power, and speed on hit.
Earth Render	Anytime	■	—	2.5	Rupture the earth and send shockwaves toward enemies at mid-range.
Holy	Anytime	■	—	2.5	Pillars of light erupt from the ground at the target's position.
Chirijiraden	Anytime	■	26x9 (234)	0.5	Ignite the air around you, catching any nearby enemies in the flames.

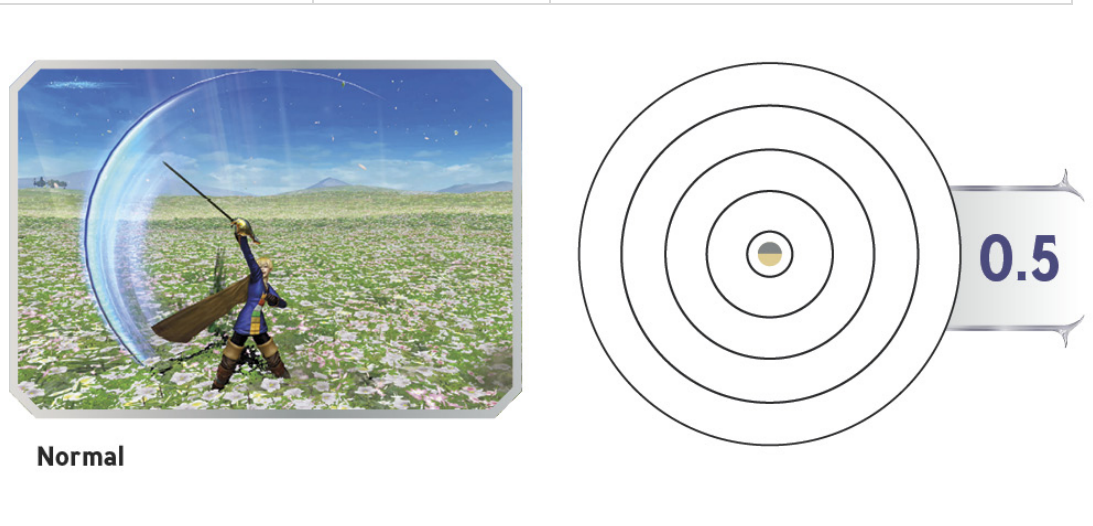
EX SKILL

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Focus	EX gauge not full	Hold △	—	—	Build EX gauge energy.
Shout	EX gauge full	Tap △	—	—	Greatly increase your attack potency and speed temporarily.
Galvanize	EX gauge full	Hold △	—	—	Temporarily increase your allies' attack potency, defense, speed, and Bravery recovery.

BRAVERY ATTACK BREAKDOWN

GRACEFUL SWINGS

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ● > ●	192, 272 (464)	Assassin-level poise.
During Shout: Grounded ● > ●	240, 320 (560)	Vanguard-level poise. Can force combo on whiff.



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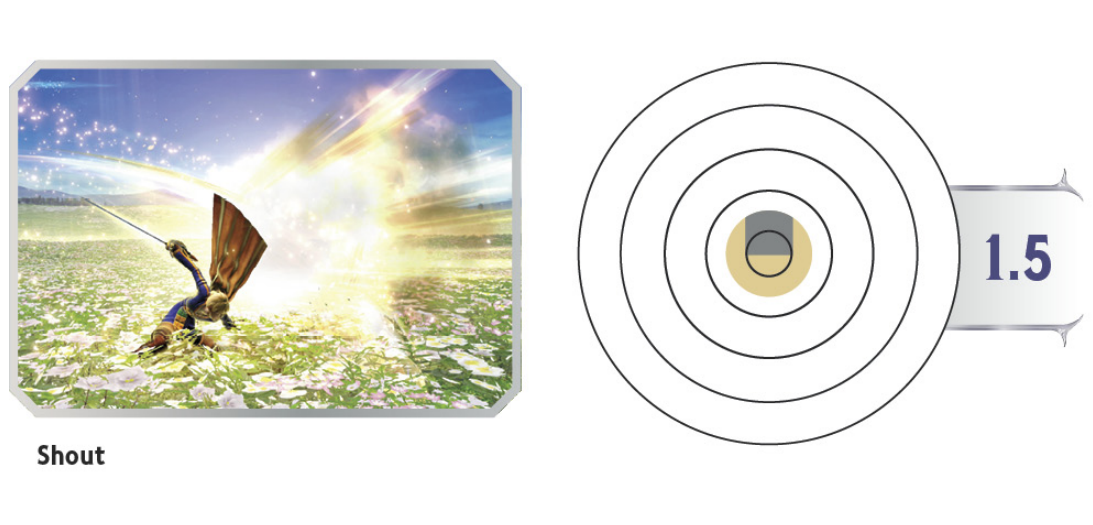


Shout

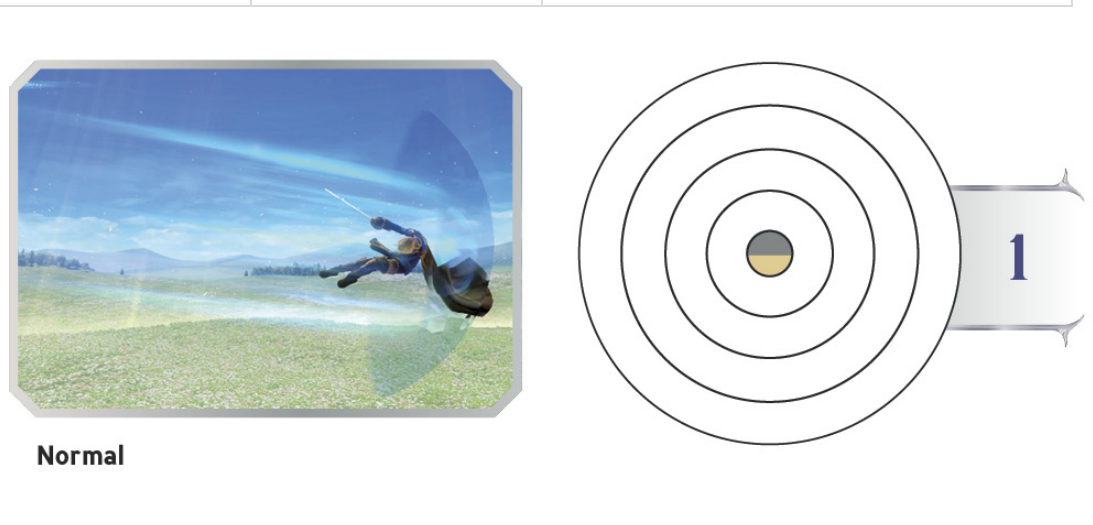
Ramza swipes upward in a short-range crescent with his rapier. If this connects, he can twist into a spinning backhand slice that knocks the victim away to mid-range.

The range on the first swipe is short, though at least the rapier's tip ends up well above Ramza's head, so it can potentially snipe enemies dashing around in that airspace. It's not good against agile enemies sidestepping around Ramza, though. With Ramza in normal squire form, exploratory sword slashes shouldn't be a big part of your plan anyway. Unbuffed, Graceful Swings should be restricted to opportunistic openings, like sidestepping around an opposing duelist's straight thrust, or smacking a flattened enemy, that a teammate comboed or wall-rushed in front of you.

During Shout, the first swipe travels twice as far as unbuffed. Not only that, but you can go ahead and perform the follow-up swipe on whiff, making the attack's fishing range and attack period even longer. The second stage also acts like a small area-of-effect explosion in front of Ramza, rather than simply a spinning sword slash. The damage and knockback are also increased.

RUSH / AIRBORNE RUSH

COMMAND	BRAVERY DAMAGE	NOTE
↑ + ● > ●	32x3, 80, 304 (480)	Assassin-level poise.
During Shout: ↑ + ● > ●	48x3, 96, 336 (576)	Vanguard-level poise. Can force combo on whiff.



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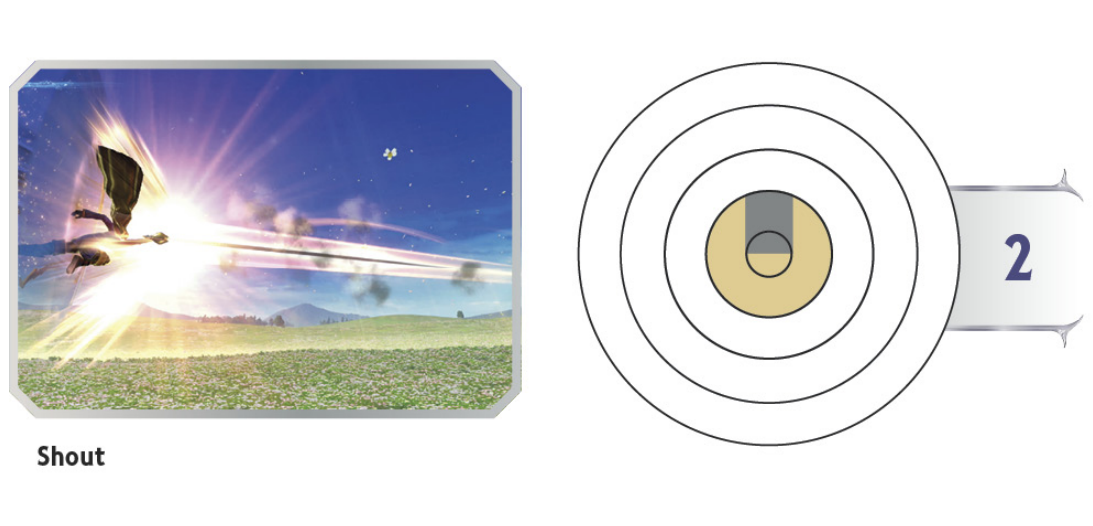


Shout

This ↑ + ● attack is the same whether on the ground or in the air. Ramza rushes forward with his head down and arm tucked in, right shoulder extended. If this multi-hit tackle catches the target, he spins around and checks them away with the other shoulder.

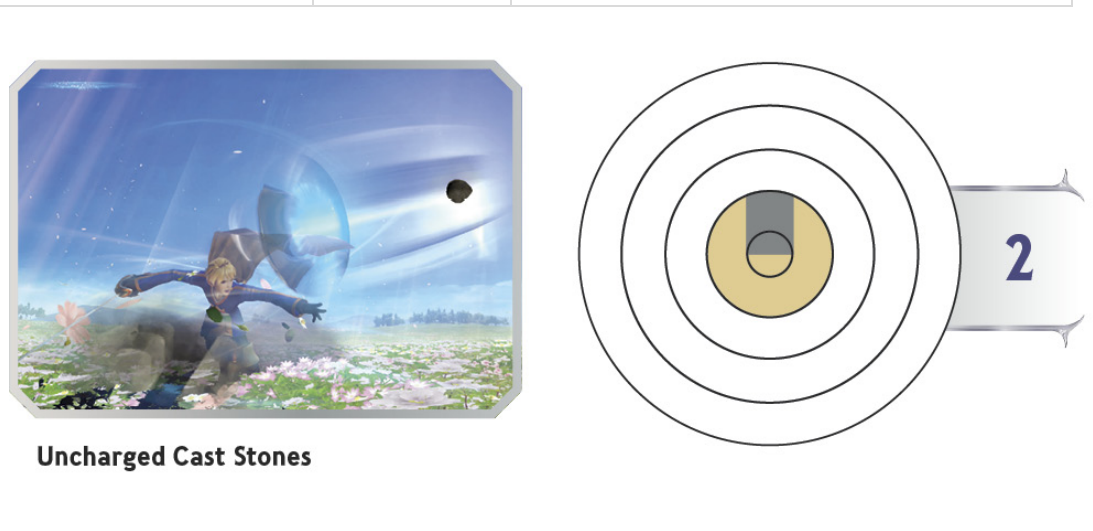
This tackle attack closes distance quickly but is easily evaded. It's best utilized when charging in on opposing marksmen, preferably after flying around one of their ranged salvos. It's also great if you expect the enemy to sidestep prematurely, before you've attacked—hold off, confirm they've sidestepped, then drill their recovery with Rush. But unbuffed Ramza's strength is not close-range melee brawling, so don't go too crazy applying shoulder-checks to enemies.

During Shout, the initial shoulder-check travels a bit farther while doing more damage. The follow-up attack changes into a sword thrust that projects energy far ahead of the blade, ultimately reaching twice as far as the first poking shoulder of unbuffed Rush.

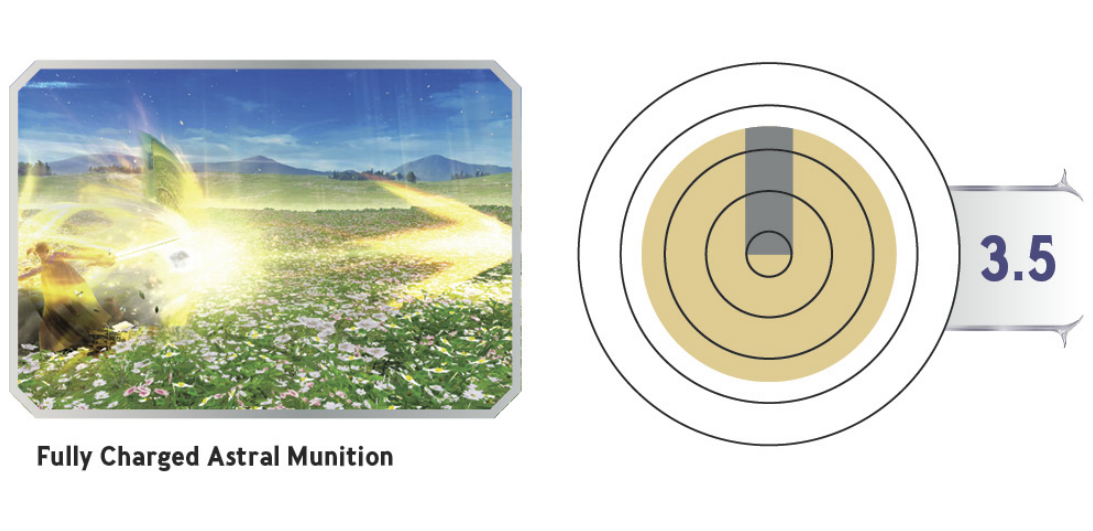
Everything's better—damage, range, knockback, cancel ability. Like with unbuffed Reaper becoming buffed Blade Flash and gaining range through a projectile wave, the energy extension of the buffed second stage here can be used with careful spacing as an invincible mid-range poke, since Ramza projects energy far forward when the shoulder rush ends. To use the projectile on its own, perform ↑ + ● short of Rush's range, then force the combo with another ● press.

CAST STONES / ASTRAL MUNITION

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ↓ + ● (chargeable)	320/352/384	Assassin-level poise. Charging increases range, damage, and projectile size.
During Shout: Grounded ↓ + ● (chargeable)	448/480/512	Vanguard-level poise. Charging increases range, damage, and projectile size.



Uncharged Cast Stones



Fully Charged Astral Munition

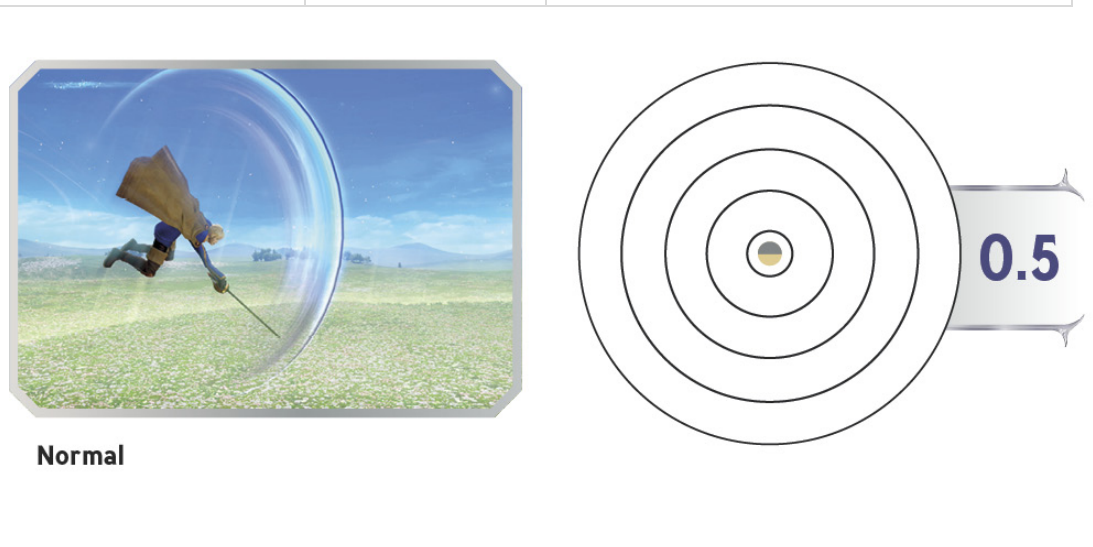
It wouldn't be a *FINAL FANTASY Tactics* character without a rock toss, would it? Ramza hefts a stone before tossing it straight at the target. Thankfully, Ramza doesn't need to toss hundreds of these to build up job points in this game.

Cast Stones can be charged up to two levels before release, making it better in every way. It doesn't have homing, though—it's a thrown rock, after all. This oddly makes it less useful charged at the edge of its range, because it's unlikely anyone will stand still that long. Any projectile is great when someone is brazenly dashing straight in for you, but with its small size and lack of tracking, there's no mistaking this for a general-use projectile. If you want a consistent ranged threat, Ultima is better most of the time.

During Shout, this becomes Astral Munition, a different attack altogether. Ramza charges and launches a magic arrow from his sword. It can still be charged up to two levels to enhance all aspects. Suddenly, in buffed form, this IS a general-use projectile, with great damage, tracking, speed, and range. And it doesn't break apart when it hits someone, like Cast Stones does—Astral Munition can potentially barrel through multiple foes, making it terrific to launch into groups.

GOLDEN CROSS

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ● > ●	192, 272 (464)	Assassin-level poise.
During Shout: Airborne ● > ●	240, 320 (560)	Vanguard-level poise. Can force combo on whiff.



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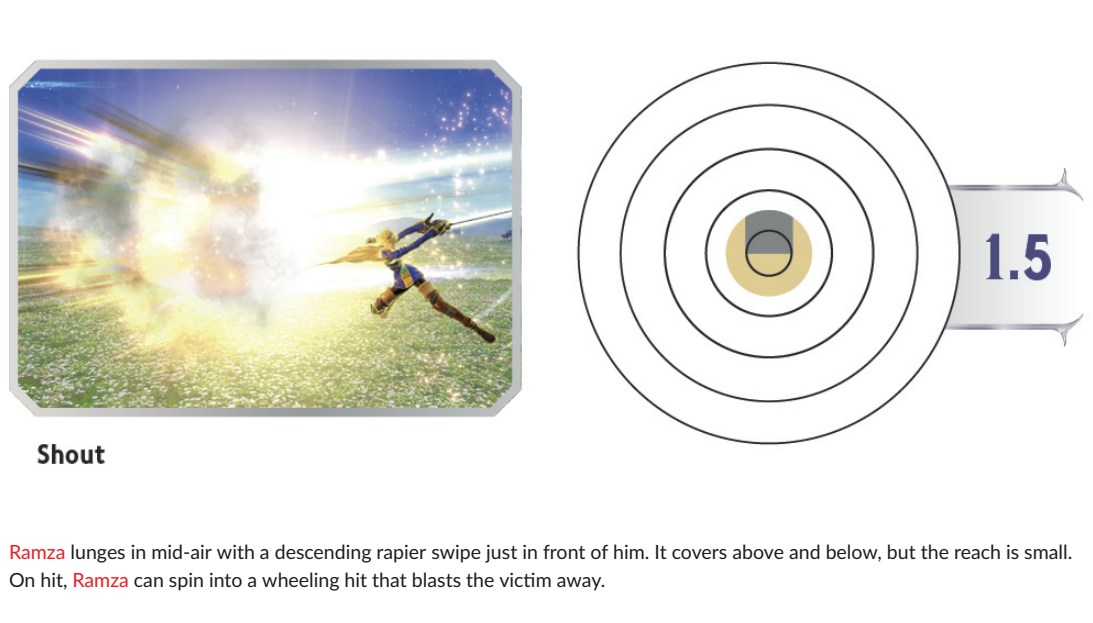
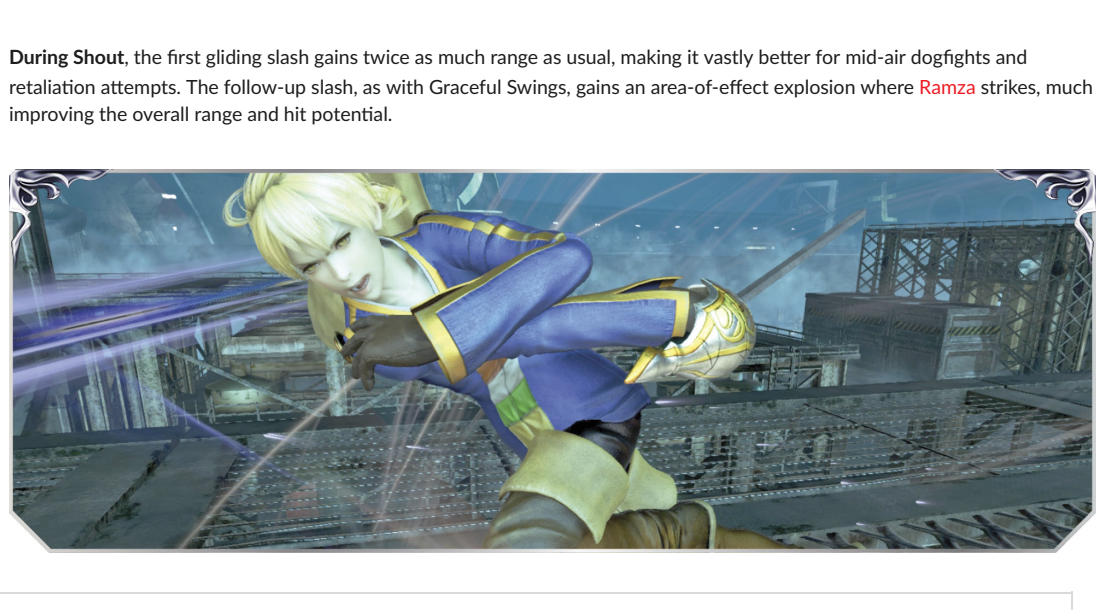


Shout

Ramza lunges in mid-air with a descending rapier swipe just in front of him. It covers above and below, but the reach is small. On hit, Ramza can spin into a wheeling hit that blasts the victim away.

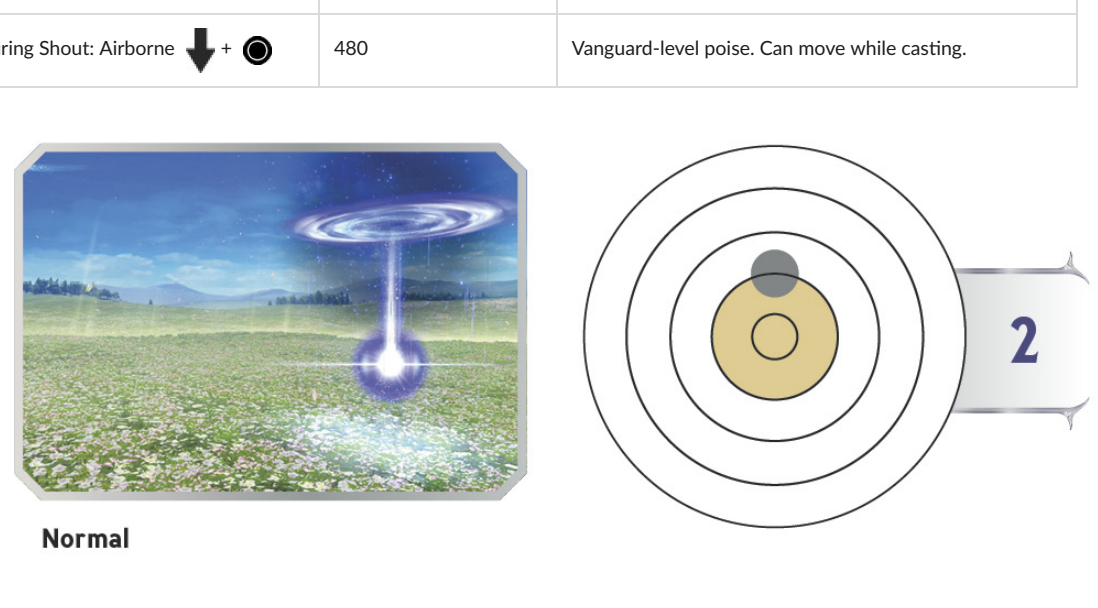
The poor range and average poise make Golden Cross ill-suited for fighting it out unbuffed unless you're forced to.

During Shout, the first gliding slash gains twice as much range as usual, making it vastly better for mid-air dogfights and retaliation attempts. The follow-up slash, as with Graceful Swings, gains an area-of-effect explosion where Ramza strikes, much improving the overall range and hit potential.



ULTIMA

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ↓ + ●	384	Assassin-level poise. Can move while casting.
During Shout: Airborne ↓ + ●	480	Vanguard-level poise. Can move while casting.



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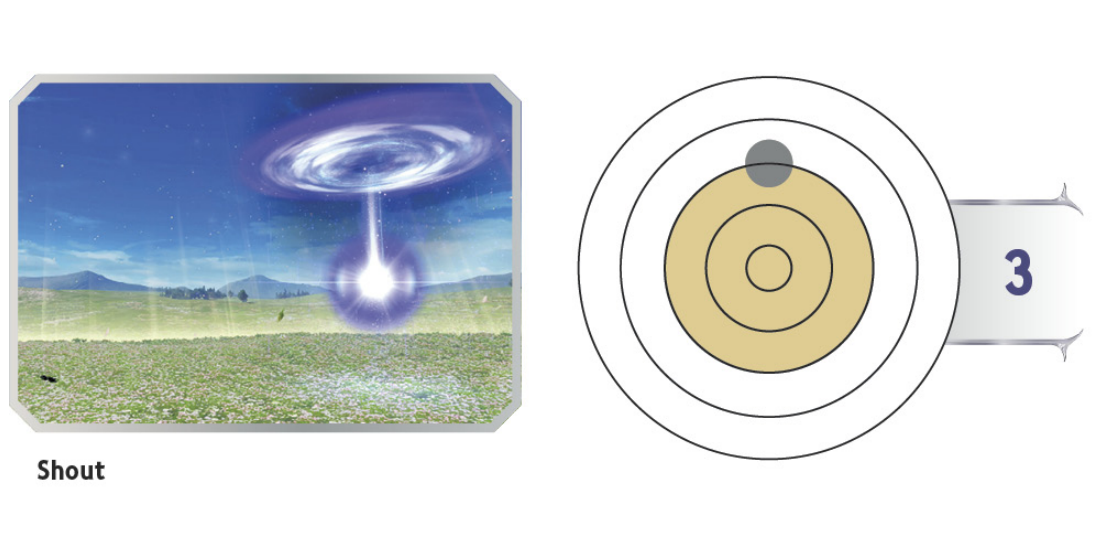


Shout

Ramza holds both hands aloft, coaxing a light meteor into existence above his opponent's head. As he brings his hands down, it plummets, falling to earth to explode.

The Ultima projectile itself can hit enemies, as can the spreading explosion it creates on impact with the ground. Ramza can continue moving around, which leaves him less of a sitting duck during casting. As soon as the light bolide is falling, an evasion or guard cancel is possible, cutting short the casting recovery.

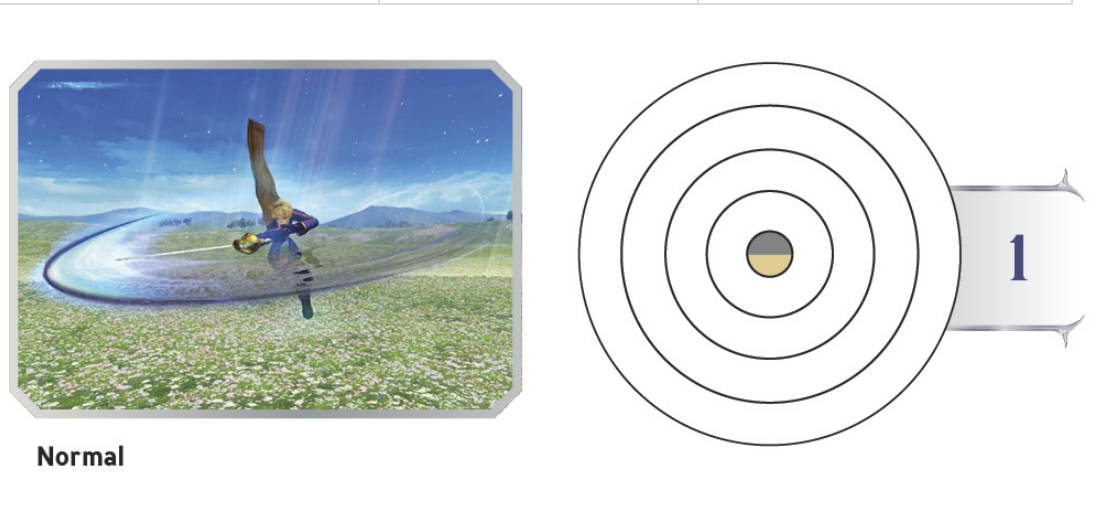
Doing an evasion cancel forward after performing Ultima at close to mid-range, preferably from above on a preoccupied enemy, can create a situation where Ramza is able to self-combo, catching the victim's body as it's popped up. Score a wall rush off this catch, and you can string yet another stage into the combo, quite a feat for Squire Ramza!

Ultima is easily his most viable Bravery Attack, unbuffed. It's a good bombardment tool, supplementing allies from mid-range and giving Ramza space to maintain Focus, and can even lead to combo opportunities as mentioned.

During Shout, Ultima is bigger and faster and creates a much larger area-of-effect blast. Thus improved, it's incredible for dropping into groups and atop summoning cores. However, since other Bravery attacks improve so much during Shout, you'll probably end up using Ultima proportionally less often when buffed.

REAPER / BLADE FLASH

COMMAND	BRAVERY DAMAGE	NOTE
Dashing ●	400	Assassin-level poise.
During Shout: Dashing ●	128, 400 (528)	Vanguard-level poise.



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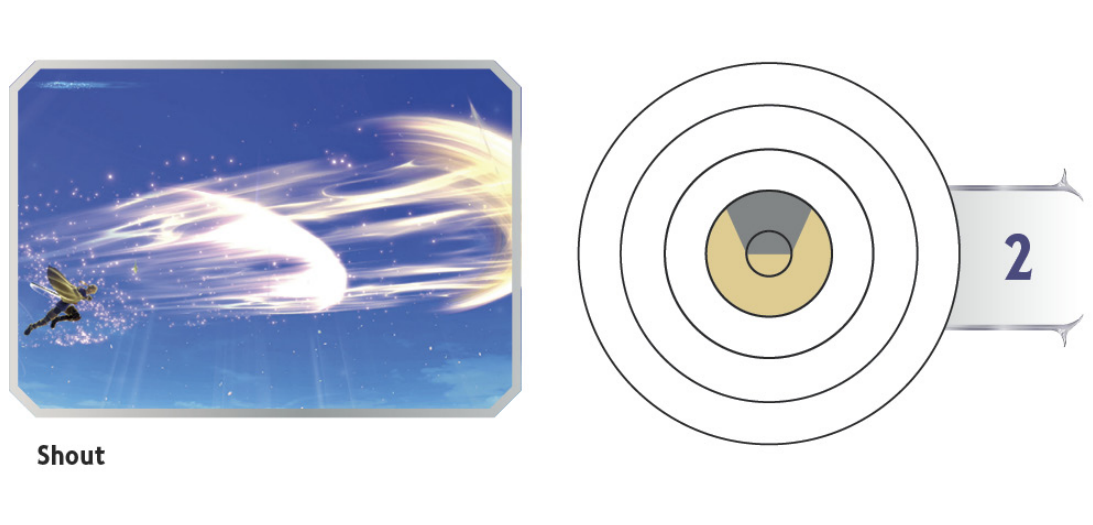


Shout

Ramza dashes in with a right-to-left slash, swinging with enough force to knock victims far away in one shot.

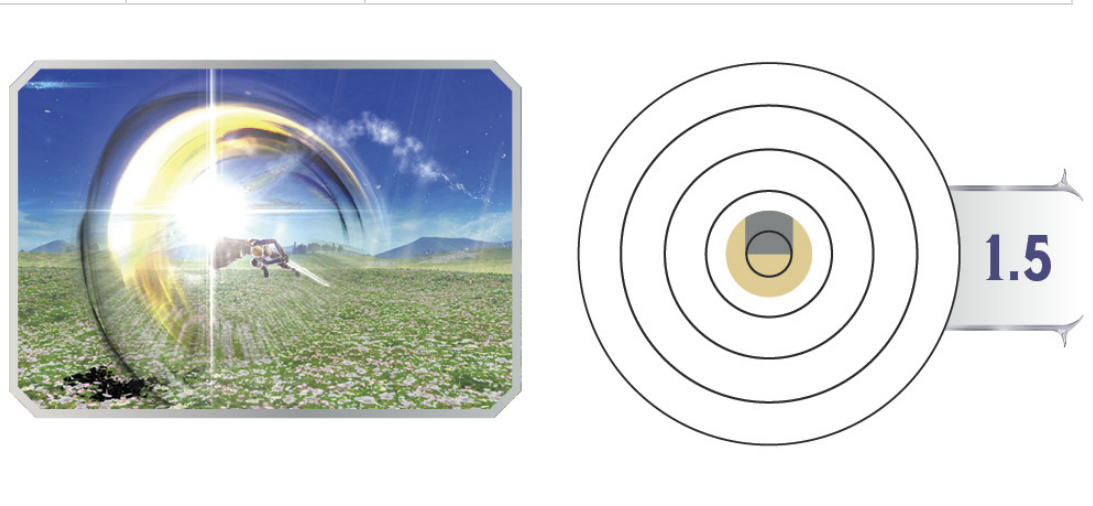
In melee duels, if you're dashing around already, Reaper has much better range than Graceful Swings/Golden Cross (● > ● combos). It takes less overall time when successful, smacking the recipient away in one blow. Missing with Reaper is costlier, though, since it takes longer to evasion or guard cancel than after missing with the first slash of his multi-hit melee combos.

During Shout, the Reaper strike gains a projectile portion: Blade Flash. Ramza's surplus of energy pours into his rapier, continuing forward after the swipe as a flat, wide force blade. Blade Flash doubles the range of his dashing attack. As with fully extended, buffed Golden Cross, the tip of Blade Flash serves as a safe poke from mid-range.

HP ATTACK BREAKDOWN

ENERVATE

COMMAND	BRAVERY DAMAGE	NOTE
■	112, 119 (231)	Rend Shield, Weaken, and Lethargy inflicted with respective slashes.



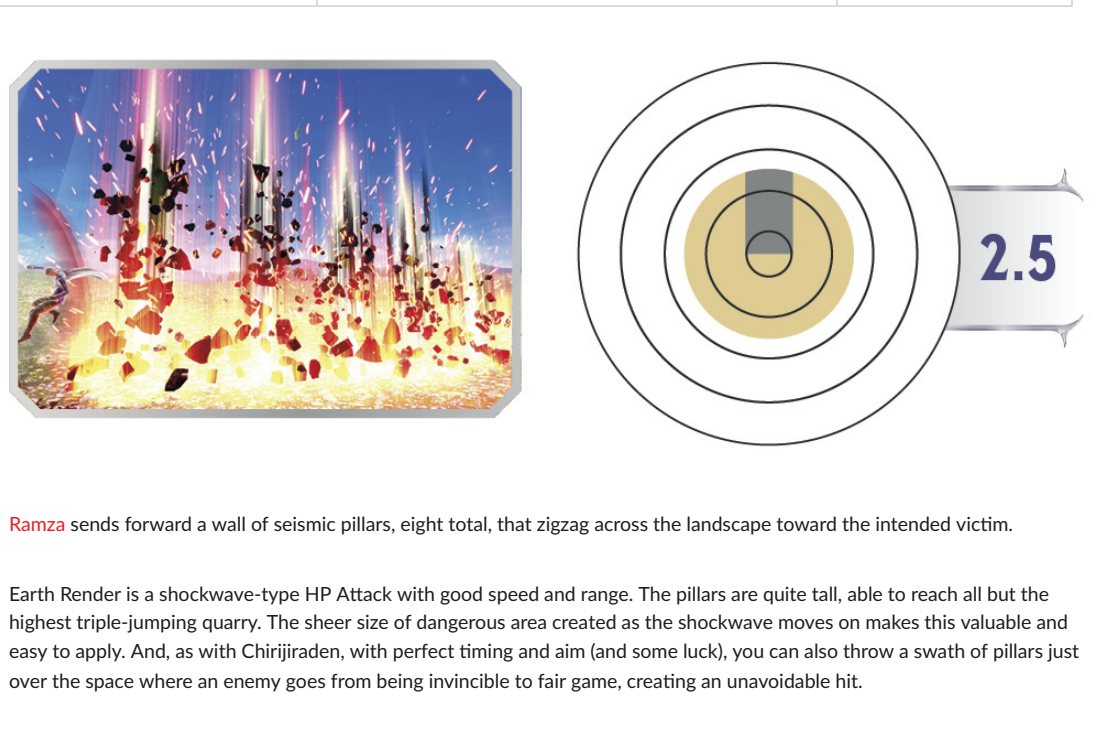
Ramza moves forward with repeated slashes, advancing after each one. The first two attacks build up Bravery a bit before the finisher, increasing potential damage but also perhaps providing a window for the victim's allies to interrupt Ramza.

Each of the three slashes inflicts a different 15-second debuff on the target: first Rend Shield (defense -6.25%), then Weaken (attack -12.5%), then Lethargy (speed -10%). Connect with Enervate up close and you'll stick all three enfeebles to the target; clip them with just the final slash of Enervate from mid-range, and they'll have only Lethargy to deal with.

Enervate's triple-debuff effect goes great with Galvanize, furthering the gap between your team's stats and the opposition's. And, as a relatively fast (for an HP Attack) close-range melee move, it can combo after wall rushes and capitalize on openings created by friends.

EARTH RENDER

COMMAND	BRAVERY DAMAGE	NOTE
■	—	—



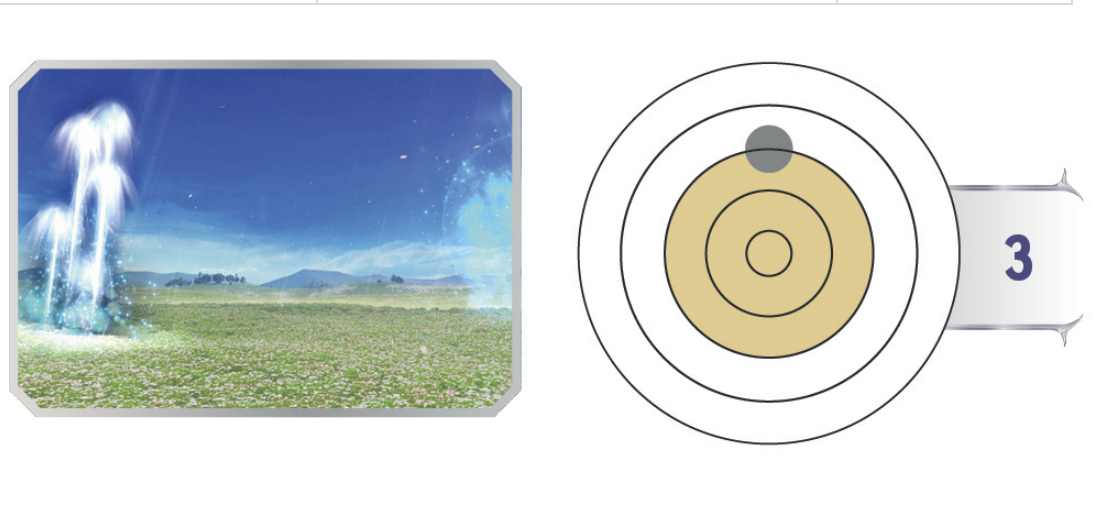
Ramza sends forward a wall of seismic pillars, eight total, that zigzag across the landscape toward the intended victim.

Earth Render is a shockwave-type HP Attack with good speed and range. The pillars are quite tall, able to reach all but the highest triple-jumping quarry. The sheer size of dangerous area created as the shockwave moves on makes this valuable and easy to apply. And, as with Chirijiraden, with perfect timing and aim (and some luck), you can also throw a swath of pillars just over the space where an enemy goes from being invincible to fair game, creating an unavoidable hit.

From the max range of unbuffed Ultima, Earth Render makes a good complement, clashing with opposing marksman barrages, covering a different vector of attack than Ultima, and smacking unaware enemies who aren't actually the targets in scrums.

HOLY

COMMAND	BRAVERY DAMAGE	NOTE
■	—	—

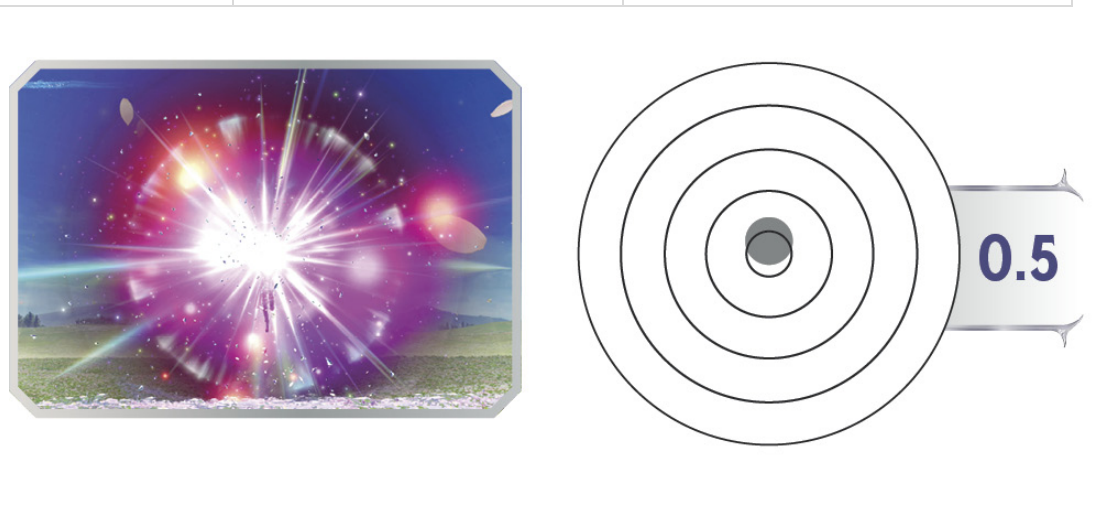


Ramza gathers heavenly light in his hands, then slaps it to the ground, causing a Holy explosion at the target's location, or as close as possible, depending on range. As the explosion burns itself out, Holy bolts jet upward to the sky.

This has the longest range of any of Ramza's HP Attacks, and covers the sky above, perhaps unexpectedly for any foe who tries to double- or triple-jump up out of danger as the luminescence gathers where the explosion will hit. Picking this HP Attack forgoes finishing your wall-rush combos, but grants extra power from fully charged Astral Munition/Ultima range.

CHIRIJIRADEN

COMMAND	BRAVERY DAMAGE	NOTE
■	26x9	Draw-in range: 1.5.



Ramza pulls out the ultimate katana, a sword so powerful its mere exposure to battle can cause an eruption of flames. An explosion fans over Ramza in a big sphere, lashing nearby targets with Bravery damage before blasting their HP.

It takes Ramza just over half a second to draw Chirijiraden, and the explosion persists for over a second and a half. As the flames rage, a tornado-like draw-in effect extends out for a huge radius, pulling people in from early mid-range.

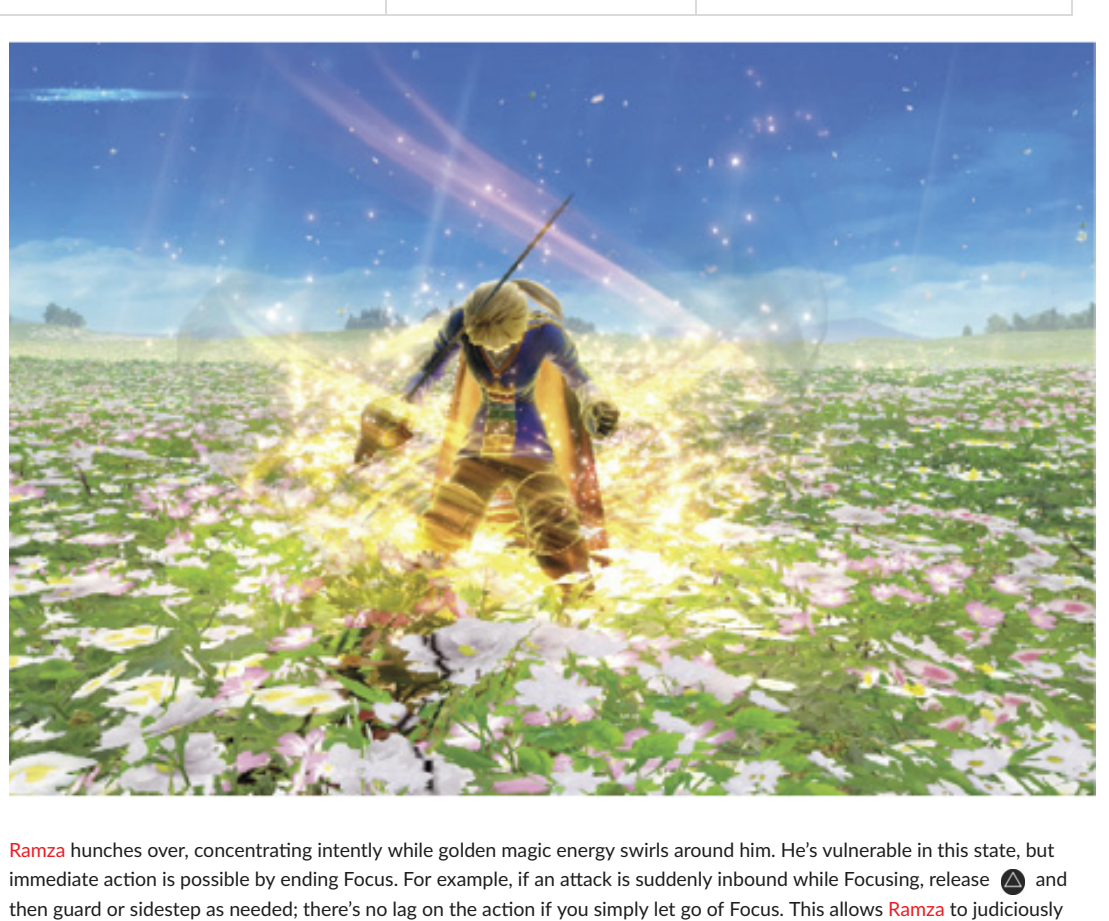
This is a powerful area-of-effect attack, covering basically all close range and even hitting above and below Ramza to cover typical attack blind spots. And it does all of this while still being fast enough to follow up on wall hits and other combo chances.

The long hitting period also means you can try for devious plays against foes who are about to emerge from invulnerable periods, as when resurrecting from incapacitation, or flipping out from knockdowns with air recovery. Place Chirijiraden just over where they become vulnerable again, and they can't escape.

EX SKILL BREAKDOWN

FOCUS

COMMAND	BRAVERY DAMAGE	NOTE
Partial EX Gauge: Hold △	—	Rapidly fills EX gauge.



Ramza hunches over, concentrating intently while golden magic energy swirls around him. He's vulnerable in this state, but immediate action is possible by ending Focus. For example, if an attack is suddenly inbound while Focusing, release △ and then guard or sidestep as needed; there's no lag on the action if you simply let go of Focus. This allows Ramza to judiciously squeeze in some Focus charge time even near battles in progress.

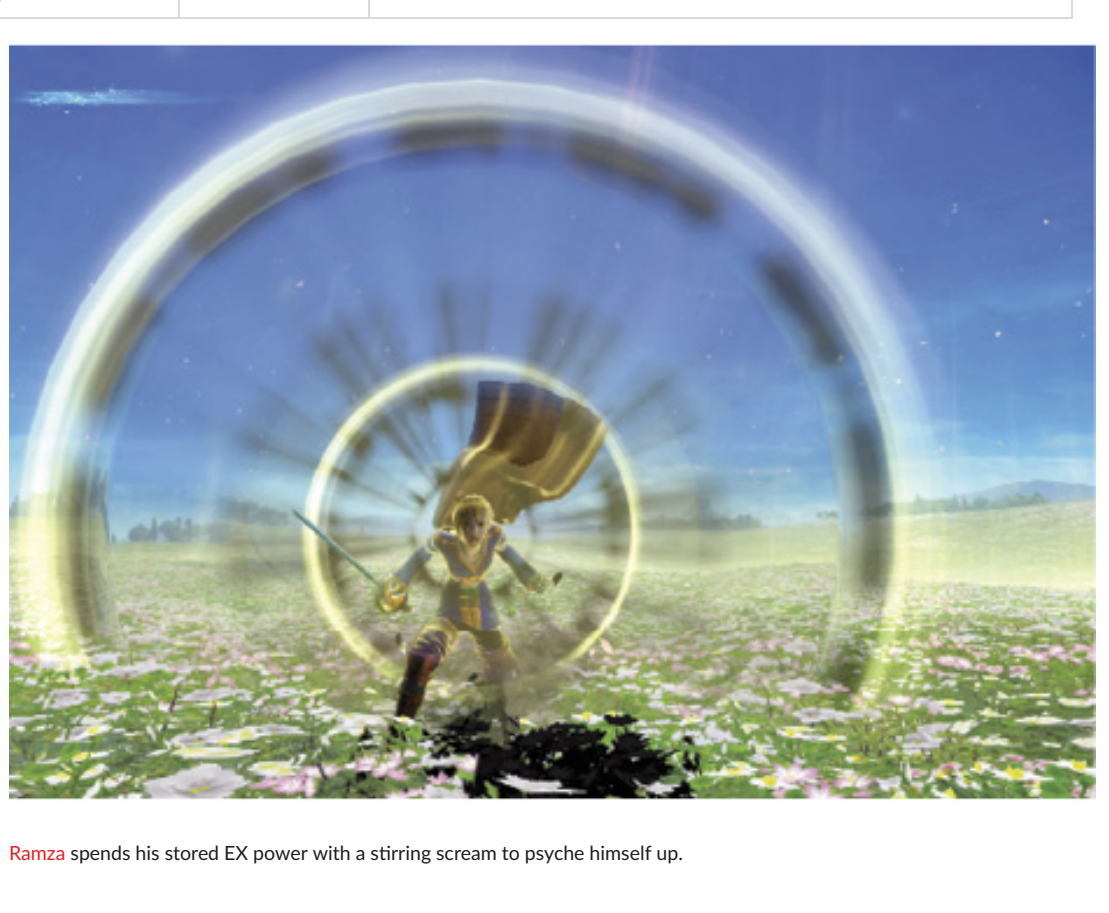
Finding places to Focus is a major part of playing Ramza, because otherwise his EX Skill cooldown for Shout/Galvanize is a prohibitive 180 seconds. With the use of uninterrupted Focus, it's three seconds! Never get greedy with Focus; you keep the EX gauge you've built up even if Ramza is interrupted with attacks, but it's never worth giving up Bravery/HP damage for free if you can help it. Drop the charge attempt, guard as needed, and pick up the rest of the gauge later—better safe than sorry.

Whether catching a half-second of Focus charge out in the open here and there, stepping behind a small boulder to grab a full second or two in the thick of things, or stepping back from the battlefield and getting the whole three seconds in at once, constant Focus is crucial to playing Ramza.

The only time you DON'T want to think about safe places to briefly charge Focus is when you've pushed Ramza to maximum preparedness: allies are Galvanized, Shout has Ramza in peak form, and Focus has already topped off the EX gauge, so you're ready to refresh the first buff that expires. In which case, fantastic—it's time for all-out offense while the team's morale is jacked up by Ramza's war cries.

SHOUT

COMMAND	BRAVERY DAMAGE	NOTE
Full EX Gauge: Tap △	—	25-second Ramza buff. 180-second cooldown, Focus to shorten (minimum: three seconds).



Ramza spends his stored EX power with a stirring scream to psyche himself up.

For 25 seconds, this humble squire shows his true potential. He gains a triple-jump. His poise on Bravery Attacks increases from assassin-grade to vanguard strength, giving him full-tank punching power. And his combo chains can be performed even when the first attacks miss, like with Sephiroth. Not only that, but his Bravery Attacks all become slightly altered, with more range, damage output, and hit properties.

It can't be overstated what a difference this makes. Ramza under the influence of Shout transforms from a merely functional fighter—not a compliment on a battlefield that includes deities—to one of the strongest in *DISSIDIA*. With effective Focus use, Ramza can stay in this state almost all the time, which is certainly something to strive for.

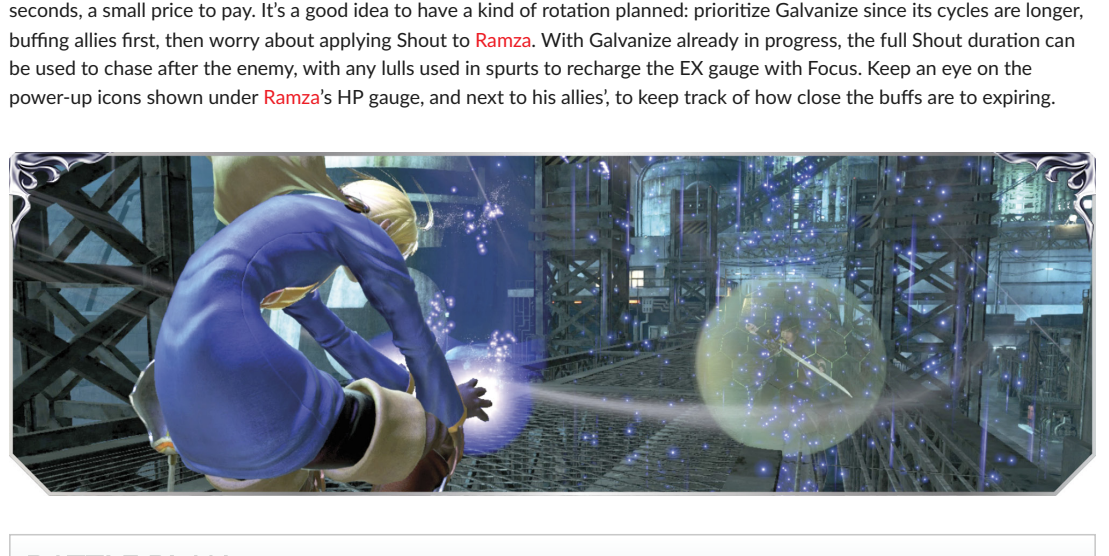
GALVANIZE

COMMAND	BRAVERY DAMAGE	NOTE
Full EX Gauge: Hold △	—	35-second attack/defense/speed/Bravery buff to allies. 180-second cooldown, Focus to shorten (minimum: three seconds).

Ramza's morale-boosting hurrah emboldens his partners, enhancing their power.

Galvanize is another way to spend Ramza's EX gauge. This grants a 35-second buff to both teammates. Don't worry about range—it's global so it doesn't matter where they are. Allies gain + 6.25% attack and defense, + 10% speed, and slowly gain a total of 280 Bravery (spread out over the 35-second period).

There's no reason not to keep this party buff going all the time—the only cost is about three seconds of Focus time every 35+ seconds, a small price to pay. It's a good idea to have a kind of rotation planned: prioritize Galvanize since its cycles are longer, buffing allies first, then worry about applying Shout to Ramza. With Galvanize already in progress, the full Shout duration can be used to chase after the enemy, with any lulls used in spurts to recharge the EX gauge with Focus. Keep an eye on the power-up icons shown under Ramza's HP gauge, and next to his allies', to keep track of how close the buffs are to expiring.



BATTLE PLAN

Ramza is a bit of a mix of assassin, vanguard, and party support. This is all courtesy of his EX Skill set, which is based around his ability to bolster the morale of himself as well as everyone fighting alongside him. With a full EX gauge, he can Shout to radically power himself up, or Galvanize to power up all allies. When the EX gauge isn't full, he can rapidly fill it with his Focus EX Skill.

Focus, Shout, and Galvanize are central to playing Ramza. You must learn to find constant gaps, large and small, to Focus, filling the EX gauge whenever possible. With that EX gauge, you must maintain Galvanize on the team and Shout on Ramza. In a way, playing Ramza is like juggling buffs that last a certain number of turns in *FINAL FANTASY*. If you don't want to be constantly worrying about applying buffs to allies and yourself throughout the match, then Ramza probably isn't for you. Shout is too good to pass up, and teammates will expect and appreciate Galvanize.

When the battle begins, your first Focus period should be right out of the starting gate; unless one of the enemy fighters makes a dashing beeline straight for Ramza, there's time to fully charge and buff right away. The best choice for first buff depends on your team's makeup. If Ramza is accompanied by lighter fighters (assassins and marksmen) then it's best to Shout immediately and take the lead as the party's vanguard. If you have a dedicated vanguard on the team, then lead with Galvanize.

With the first buff out of the way, the teams will already be engaging one another. It's possible you can squeeze in another full charge back-to-back and get both buffs operating straightaway, but probably not. You'll have to begin engaging normally usually; if you open with Galvanize, this will be at a disadvantage as Squire Ramza. Focus on staying out of the midst of things, and try to dance on the fringe and take shots with Ultima at enemies not actively targeting Ramza. Find time to Focus up for Shout. You can always squeeze in a few frames here and there if not under direct assault, but to really get Focus out of the way, don't be afraid to duck behind large rocks or obstacles on the field, or to hide behind ledges or platforms where available. Also, when you bat a foe away with a melee combo, such as in retaliation to a missed close-range attack with ● > ● attacks, instead of dash canceling to give chase like some fighters, use it as found Focus time, as long as no one else is bearing down. The same goes for times you're blasted by enemy attacks, but not actively pursued when you recover.

Even when Shout and Galvanize are both going strong, it's worth recharging the EX gauge so either can be reapplied as soon as they fall. This might seem like a chore initially, but if you keep playing Ramza, it will become second nature, and the payoff is worth it.

With Shout active, Ramza not only gains the triple-jump of a typical assassin, but also the poise of a vanguard, plus he can cancel chains on whiff. This means he can and should bully his way in like Sephiroth.

Ramza doesn't do a great job setting up combos for friends, but that's not really his job. His melee combos are over quickly and don't leave any time for nearby friends to react and tack on something else. His ranged attacks don't synergize any better, as single-hit moves. Apart from wall rushes, he helps allies with Galvanize, not combo setup or forbidding area control. This lends some clarity to his swordfighting purpose: he melees to bat enemies away, building Bravery and temporarily thinning hostile numbers, tilting numbers your team's way.

Think of Squire Ramza as a team-assisting assassin. With Shout active, he's an enemy-battering vanguard.

When selecting Ramza's HP Attack, you're choosing between two close-range and two long-range options. Enervate helps push the advantages created by Galvanize, while Chirijiraden's speed and size are hard to ignore. Either caps off combos and instills close-range fear. If you prefer ranged KO shots, choosing between Earth Render and Holy equates to choosing between a lethal horizontal and vertical corridor. They're especially useful if your allies are both melees too, glutting the front line. You can be flexible, adapting by sitting back, keeping Galvanize up, and giving brawlers fire support from the max ranges of Ultima, charged Astral Munition, and Earth Render/Holy.

GALLERY

APPEARANCE

House Beoulve Thirdborn

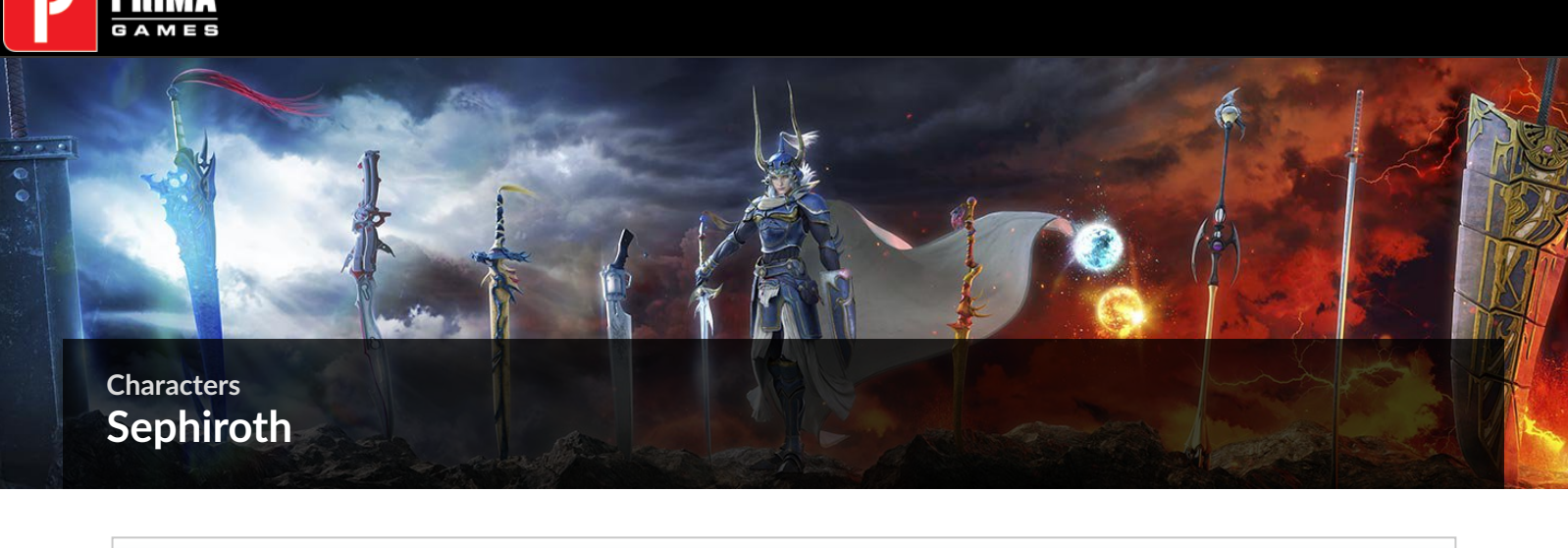
Virtuous Mercenary

WEAPONS

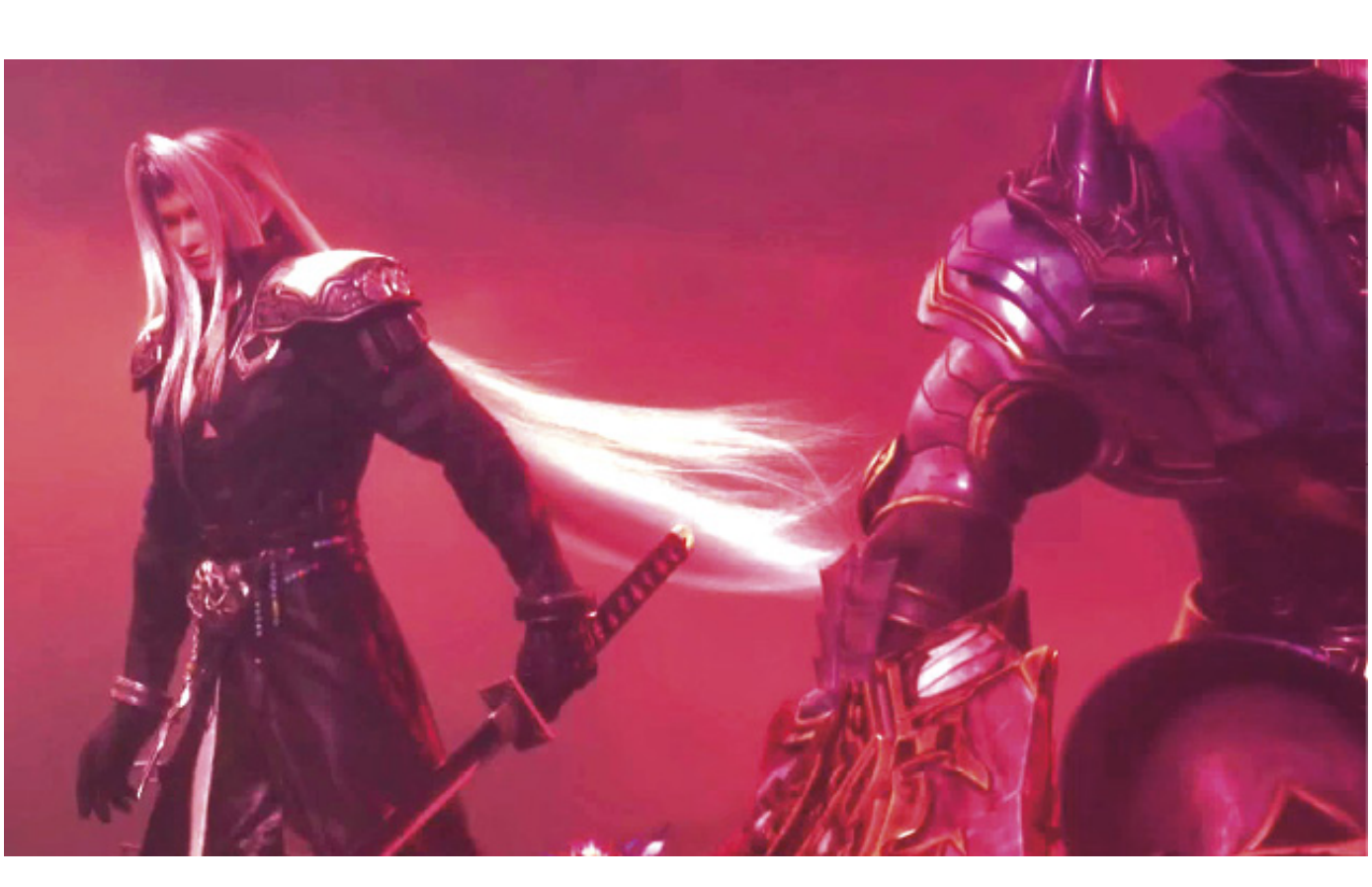
Broadsword

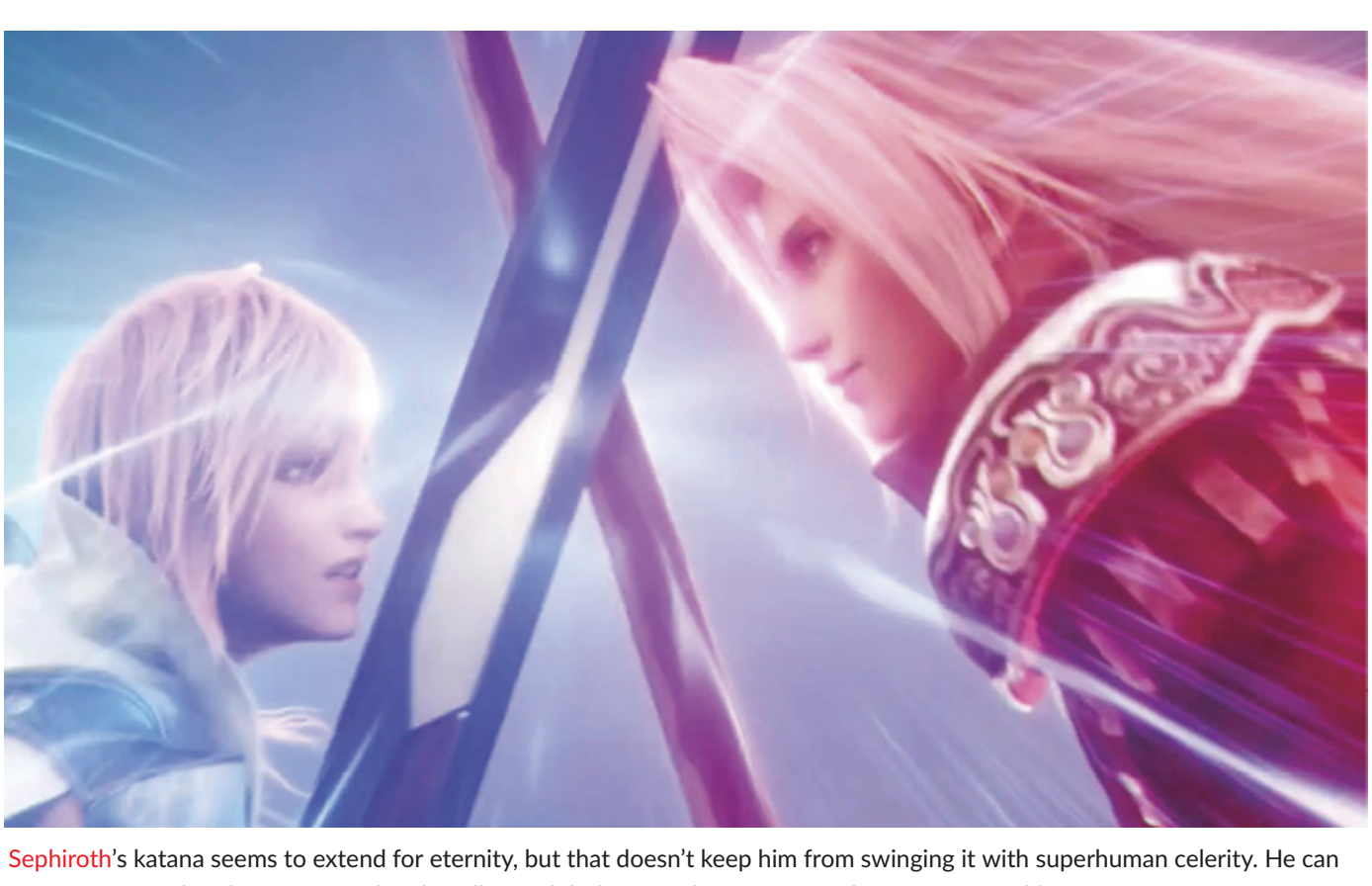
Platinum Sword

Runeblade



VANGUARD





Sephiroth's katana seems to extend for eternity, but that doesn't keep him from swinging it with superhuman celerity. He can compensate for his slow footspeed with well-timed dashes, resulting in an unrelenting flurry of blows.

Original Appearance: *FINAL FANTASY VII*

Year: 1997

Role: Sephiroth was once a highly venerated member of the elite military arm, SOLDIER. His path to a vengeance-fueled madness began upon uncovering the truth of his origin. However, Sephiroth's insanity is rivaled only by his force of will. Assumed to be killed in action at the hands of another SOLDIER, Cloud Strife, Sephiroth simply refused to assimilate with the Lifestream—to succumb to a non-existence. Years pass and Sephiroth eventually retakes a corporeal form, further affirming his vow to do everything in his power to become a god.

Sephiroth
"Out of my way.
I'm going to see my mother."

Other Noteworthy Appearances: *Ehrgeiz: God Bless the Ring* (1998), *Kingdom Hearts* (2002), *Kingdom Hearts II* (2006), *DISSIDIA FINAL FANTASY* (2009), *DISSIDIA 012 FINAL FANTASY* (2011)

ARSENAL

BRAVERY ATTACKS

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE (NORMAL / FORCE COMBO)	CAPSULE DESCRIPTION
Telluric Fury	Grounded	● > ● > ● > ●	128, 128, 128, 176 (560)	1 / 2	Quickly step to an enemy in close range to deliver four advancing strikes.
Aeolian Onslaught	Grounded & Airborne	⬆ + ● > ●	224, 320 (544)	1.5	After a windup period, dash at the target from mid-range with a sweeping slash, followed by an overhead slash on hit.
Shadow Flare	Grounded	⬇ + ●	432	3.5	Conjure gravitic energy around the target that pulls in nearby enemies, leading into a damaging explosion.
Heaven's Light	Dashing (Grounded & Airborne)	●	64, 64, 96, 256 (480)	1.5	Fly head forward with a tackle, transitioning into a rising katana uppercut.
Hell's Gate	Dashing (Grounded & Airborne)	⬇ + ● (chargeable)	16, 464 (480)	1	Leap forward into a swift downward thrust, dealing moderate damage to enemies below.
Empyrean Wrath	Airborne	● > ● > ● > ●	128, 128, 128, 176 (560)	1 / 2	Deliver four rapid advancing slashes while descending from the air.
Zanshin	Airborne	⬇ + ●	144, 144, 160 (448)	2.5	Send three far-reaching crescent wave projectiles at the target.

HP ATTACKS

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Scintilla	Anytime	■	16x10	1	Generate a shield that counters Bravery Attacks. Lunge forward and pursue foes after countering.
Heartless Angel	Anytime	■	—	1	Send a nearby foe flying with your sword's corrupt energy and afflict Doom on a successful hit.
Black Materia	Anytime	■	—	2.5	Call down a massive meteor to crush foes from a distance.
Octaslash	Anytime	■	32x7	1	Attack a nearby foe with a whirlwind of slashes and finish with a downward stroke.

EX SKILL

NAME	STATE	COMMAND	RECAST TIME	RANGE	CAPSULE DESCRIPTION
Jenova	Anytime	△	75 seconds	1.5	Emanate a lasting virulent aura, weighing down nearby enemies.

SEPHIROTH'S PERFECT DASH CANCEL

While most melee-based characters can dash cancel their attacks (in order to reduce their attack recovery period), Sephiroth has a mechanic unique to him that allows for a frame perfect dash cancel at the end of his melee bravery combos. With a perfectly timed R1 input, usually within a three-frame window (3/60ths of a second), you can perform a special dash cancel that rewards you with an even greater advantage than that of a normal dash cancel. When successfully executed, the dash cancel is accompanied by a green flash effect.

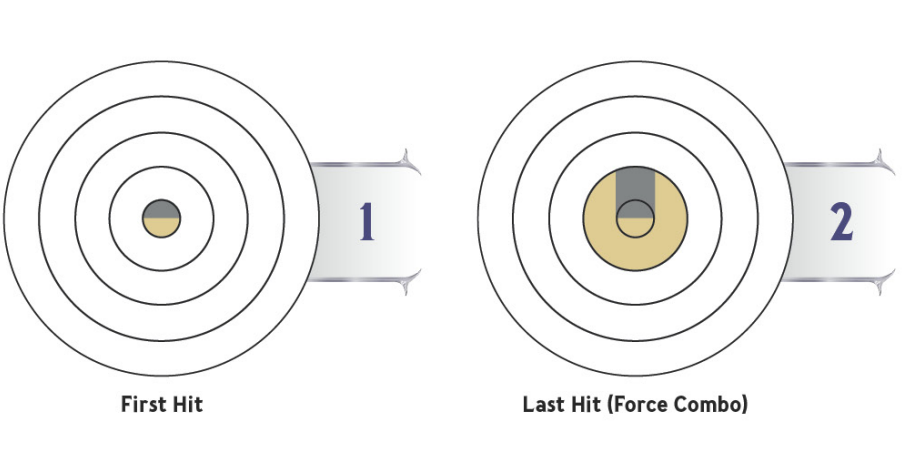
When inputting R1, you can alter the direction of your dash cancel by leaning the left stick any way you want to go.

Sephiroth's dash canceling allows for easier combo follow-ups, safer bravery attacks, and stronger offensive pressure overall. Like normal dash cancels, you can dash cancel your attacks if the enemy guards them.

Each cancelable bravery combo has a unique timing. Mastering the rhythm and timing of this technique is essential for optimizing your effectiveness as Sephiroth.

BRAVERY ATTACK BREAKDOWN

TELLURIC FURY



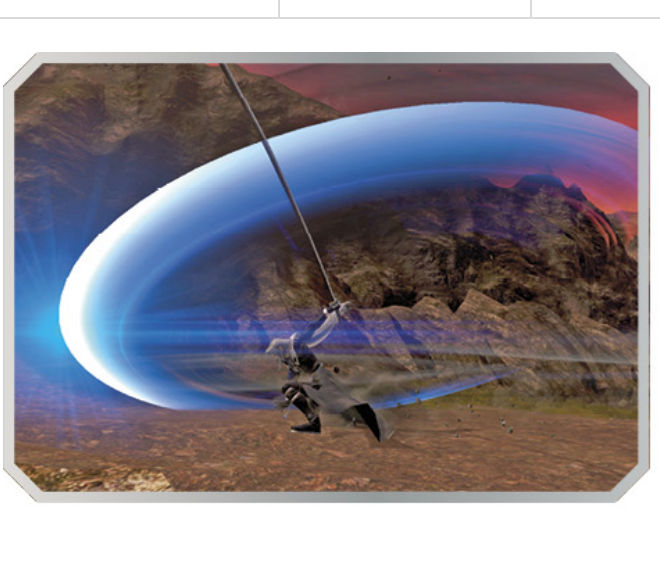
Due to his lackluster footspeed, Sephiroth's primary weakness is his inability to close distance safely. However, if you can successfully weave your way into a target's melee zone, Sephiroth's Telluric Fury is the ideal attack to possess in your arsenal to deal with vulnerable marksmen and assassins. Telluric Fury ranks as one of the best neutral Bravery Attack combos in the game, as the initial hop before the first strike provides a quick burst of forward movement, transitioning swiftly into a four-hit, distance-covering combo with excellent wall-pin potential. The threat of Telluric Fury makes Sephiroth a lethal threat that must be dealt with immediately, so expect foes to flee from range as soon as they realize you're nearby. Although it's difficult for opponents to guard or sidestep on reaction, attentive opponents may predict your attacks and retaliate accordingly, since Sephiroth's offensive toolkit comprises risky long-range thrusts.

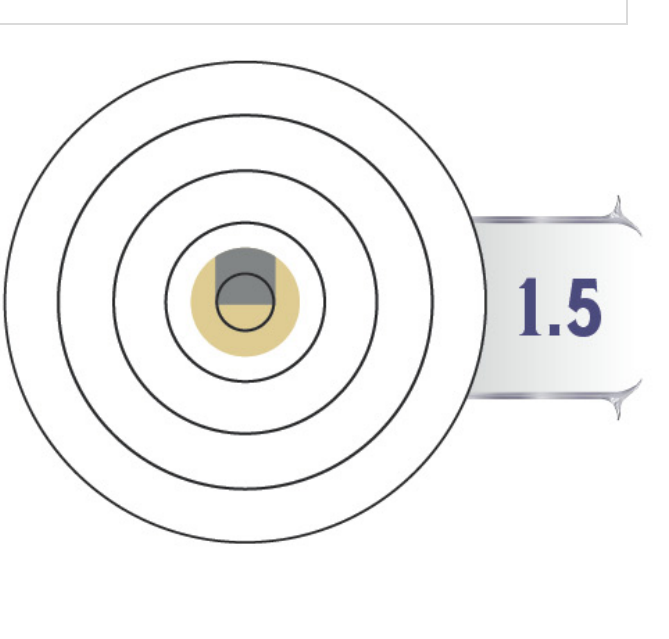
Strikes two through four of Telluric Fury can be forced on whiff, so it's a bit more versatile than other melee attacks. While it's easily punishable when sidestepped, it does a decent job of chasing down backtracking enemies thanks to the continued lunging effects of the second through fourth hits. Essentially, the fourth hit is double the range of the first.

For Telluric Fury this three-frame cancel window is before Sephiroth's katana makes contact with the enemy on the fourth ● input.

AEOLIAN ONSLAUGHT

COMMAND	BRAVERY DAMAGE	NOTE
Grounded & Airborne ⬆ + ● > ●	224, 320 (544)	Press R1 dash cancel on second ● input, within a 3-frame window after the sword makes contact.



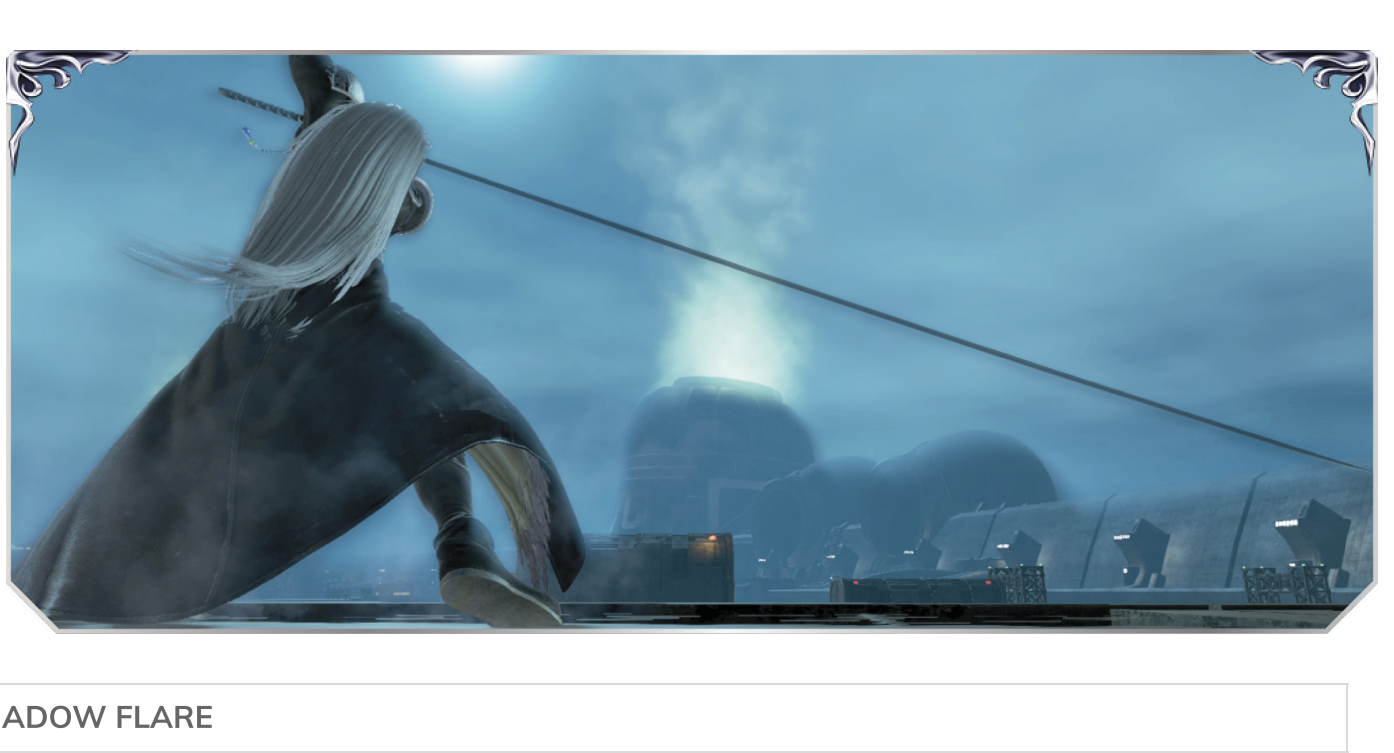


Sephiroth readies the Masamune, then leaps forward a large distance with a sweeping slash. If the katana draws blood, Sephiroth converts the attack into a two-hit combo with an overhead slash, dealing significant damage.

Aeolian Onslaught is the quintessential thrust attack meant for catching vulnerable prey. It has a moderate windup time and should be used on unsuspecting enemies and those fleeing from you rather than foes who are willing to engage with you in a standoff.

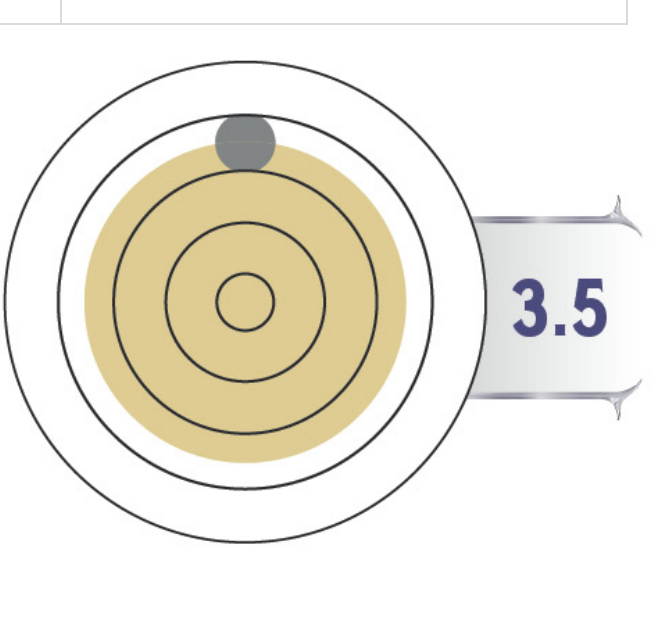
Aeolian Onslaught shares functionality with another one of Sephiroth's attacks, Heaven's Light, as they're both great for chasing opponents. Aeolian Onslaught covers the same amount of range and deals slightly more damage than Heaven's Light, but it's a bit slower in its initial windup. It can be evasion canceled relatively early in case you miss your target.

Aeolian Onslaught has a frame perfect dash cancel point, with its precise cancel window after Sephiroth makes contact with his sword during the second ● input.



SHADOW FLARE

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ⬇ + ●	432	Pulls in nearby enemies.



After a significant casting time, Sephiroth conjures forth a mass of gravitic energy at the target's location, pulling in all enemies nearby before exploding and damaging foes failing to escape its orbit.

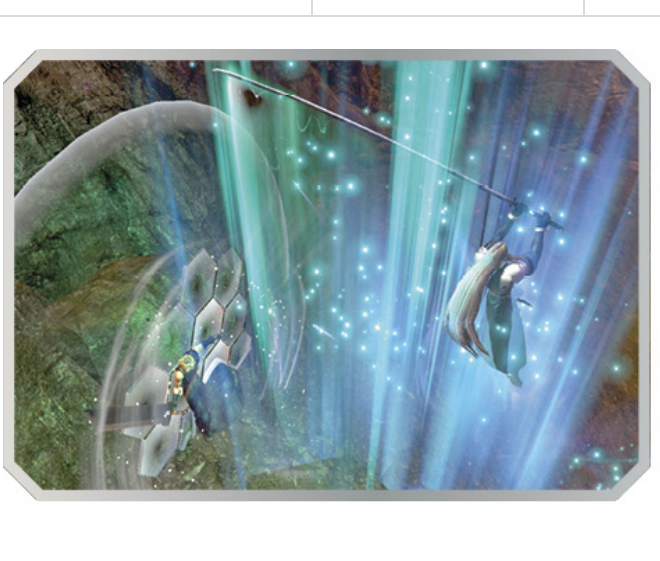
Shadow Flare is a long-range spell designed both to compel enemies to migrate from a defensive position and to surprise unsuspecting groups of enemies with a damaging crowd-control effect. While its start-up time is a significant drawback, Shadow Flare is an excellent asset in Sephiroth's arsenal because of its reach.

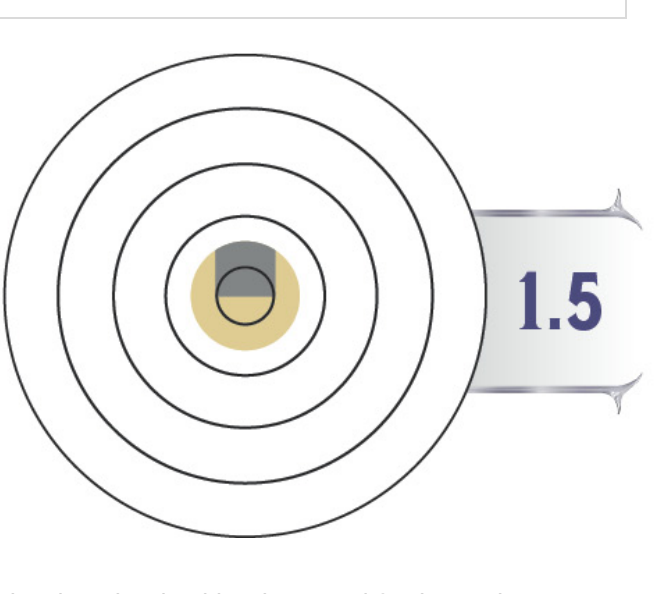
Ideally, Shadow Flare is cast on groups of foes, such as those preoccupied in a skirmish among your teammates. Otherwise, if you're in the fray yourself, refrain from its use since it's highly vulnerable to engagement attacks as well as ranged spells.

To make your Shadow Flare casts safer, you can opt to evasion cancel out of the tail end of the cast. For instance, you can potentially lure a melee opponent with a Shadow Flare cast, canceled into a left, right, or back evasion cancel.

HEAVEN'S LIGHT

COMMAND	BRAVERY DAMAGE	NOTE
Dashing (Grounded & Airborne) ●	64, 64, 96, 256 (480)	Press R1 dash cancel ● input within a 3-frame window, slightly after the uppercut hits.





While in flight, Sephiroth swoops aggressively toward his target with a three-hit shoulder charge and finishes with a rising uppercut with the Masamune, launching the enemy up high into the air.

Like Aeolian Onslaught, Heaven's Light excels in chasing fleeing enemies. Usually, the choice between the two attacks comes down to whether or not you're already dashing toward a target—using Heaven's Light is preferable if you're already in a dashing state.

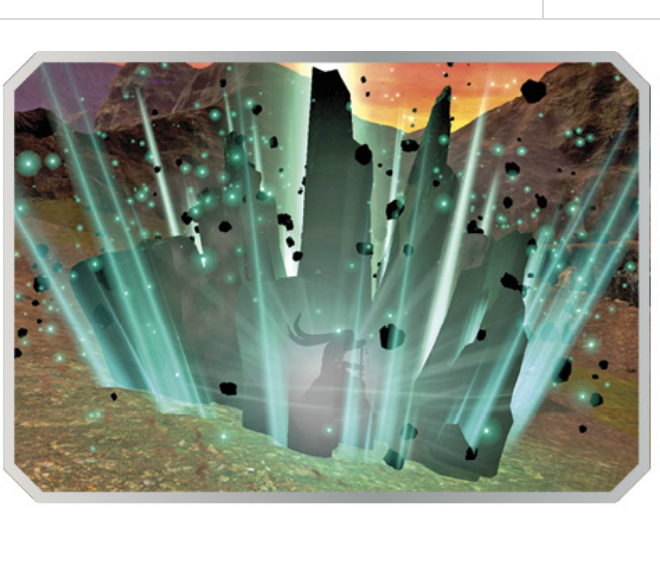
Since this Bravery Attack launches its victim airborne, you can follow up with a neutral dash cancel toward your target. This sequence generally isolates the target from their teammates and allows you to continue pressing an offense.

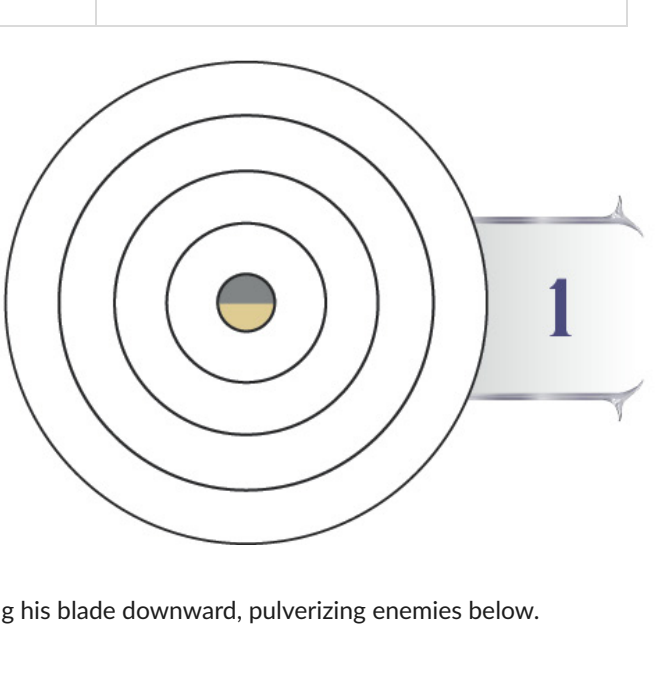
The precise dash cancel window is slightly after Sephiroth ascends during the uppercut animation. This special dash cancel can be difficult to time since the timing is after the uppercut hit impact, and not precisely during the hit.

Heaven's Light is one of the most important attacks to dash cancel. Most characters can't normally dash cancel their "while dashing" attacks. Not only can Sephiroth dash cancel his, but his knockdown advantage from doing so is incredibly significant, allowing for a powerful follow-up offense.

HELL'S GATE

COMMAND	BRAVERY DAMAGE	NOTE
Dashing (Grounded & Airborne) ⬇ + ● (chargeable)	16, 464 (480)	Hold ● to descend completely to the floor.





Sephiroth swiftly leaps toward and above his target before plunging his blade downward, pulverizing enemies below.

Hell's Gate is an extremely useful attack for descending on unsuspecting opponents below. This unique attack can be altered into a dive-bomb by holding ● when executing, allowing a complete descent to the ground and devastating enemies below with a unique visual earth-shatter effect. Note that this visual effect has no gameplay implications, as Hell's Gate deals the same amount of damage as without it.

While Hell's Gate can be used aggressively during a forward dash, its strength is most highlighted when used while being pursued, due to the abrupt transition from a retreating dash into a 180-degree dive attack. If you're being pursued at a high altitude, you can go for a rapid escape by holding ● when performing Hell's Gate to drop all the way down to ground level, which can be difficult to deal with for most characters.

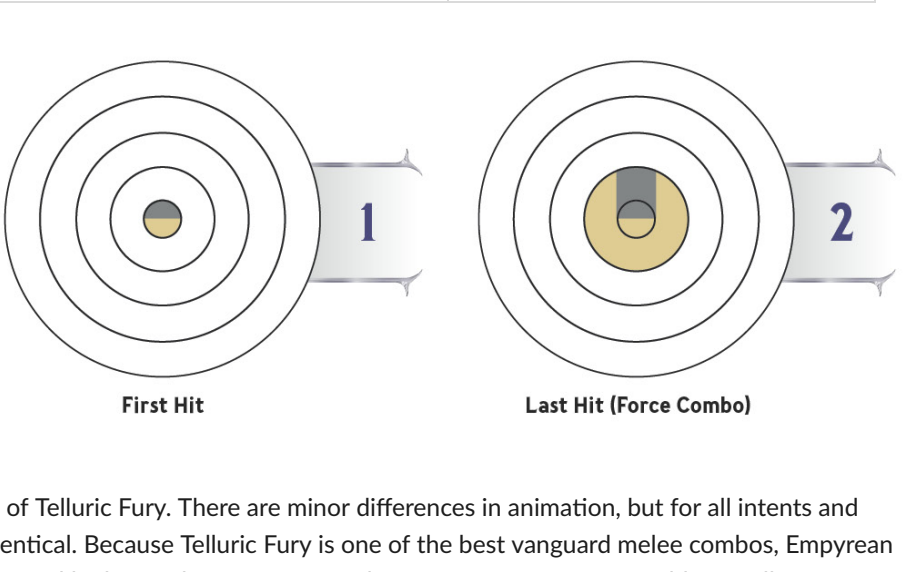
Since there are two versions of this attack (normal and full descent), it can potentially be the most difficult attack when it comes to landing the frame perfect dash cancel. For the normal version, its three-frame window is precisely at the "blast" effect. You can go by the visual or audible effect to help you get the rhythm timing.

For the full descent version, the window is slightly after the blast effect. This one's particularly difficult to execute, especially if done from a high altitude.

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ● > ● > ● > ●	128, 128, 128, 176 (560)	Can force combo; press R1 dash cancel on fourth ● within a 3-frame window just before the sword makes contact.

EMPYREAN WRATH

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ● > ● > ● > ●	128, 128, 128, 176 (560)	Can force combo.

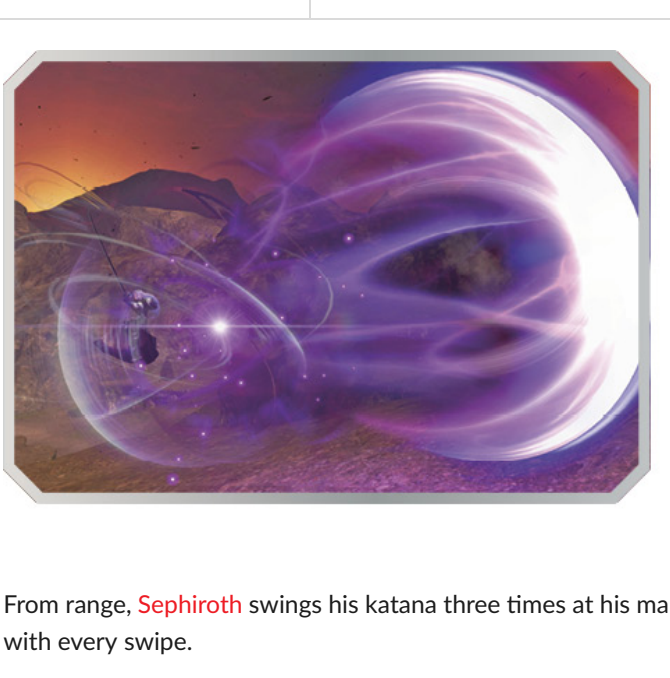


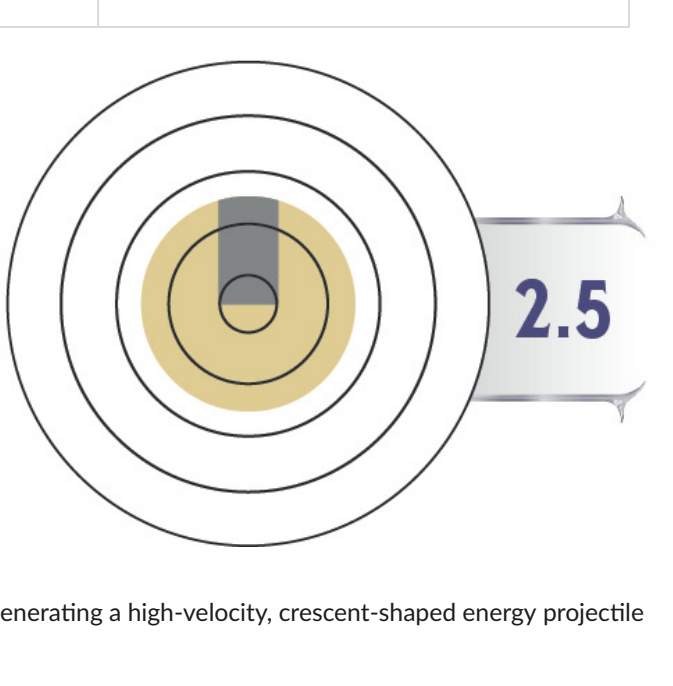
Empyrean Wrath is a slightly modified form of Telluric Fury. There are minor differences in animation, but for all intents and purposes, these two Bravery combos are identical. Because Telluric Fury is one of the best vanguard melee combos, Empyrean Wrath is naturally a superb aerial combo for quickly dismantling targets in melee range. Use it as you would use Telluric Fury—which, in most cases, is anytime you're close to an enemy.

The three-frame dash cancel window here is identical to that of Telluric Fury; the moment before Sephiroth lands his fourth ● attack.

ZANSHIN

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ⬇ + ●	144, 144, 160 (448)	Can move while casting.





From range, Sephiroth swings his katana three times at his mark, generating a high-velocity, crescent-shaped energy projectile with every swipe.

Damage dealt by Zanshin isn't extraordinary, but it's an exceptionally powerful attack in the context of Sephiroth's role on the team. A vanguard with a relatively fast mid-range projectile makes for an incredibly versatile teammate.

Zanshin complements Aeolian Onslaught well. Since Zanshin marginally outranges Aeolian Onslaught, you can keep your enemies on their toes as they anticipate a long-distance engagement.

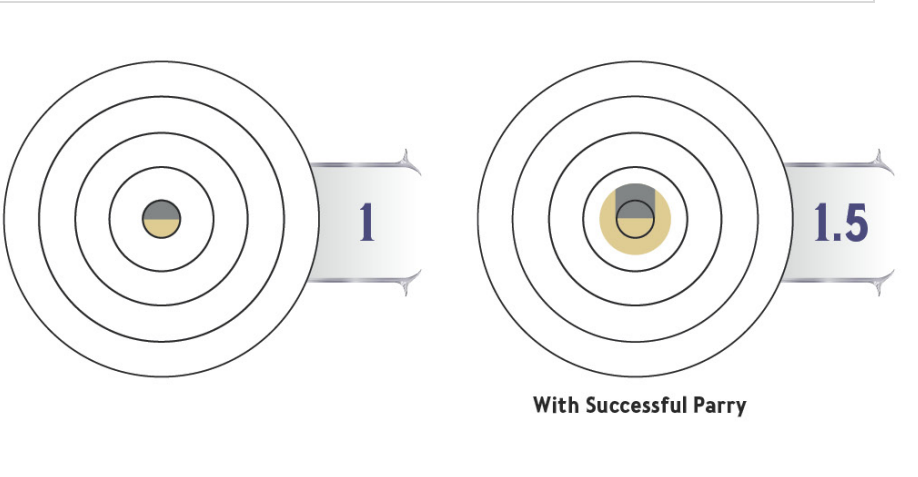
However, the drawback to this attack is that it doesn't track verticality at all. Sephiroth unleashes waves primarily along the transverse plane, so make sure to line up your target accordingly.

Although Zanshin isn't necessarily a spell, Sephiroth retains some mobility during its attack animation, as with some of the magical attacks that other characters use. You can employ this feature as a way to back off in a retreating posture while fending yourself with projectiles.

HP ATTACK BREAKDOWN

SCINTILLA

COMMAND	BRAVERY DAMAGE	NOTE
■	16x10	Can counter bravery attacks; parrying bravery attacks adds invincibility.



Sephiroth briefly projects a barrier to parry incoming strikes, then steps forward with a strike, stunning the enemy before finishing his victim with an HP-damage slash.

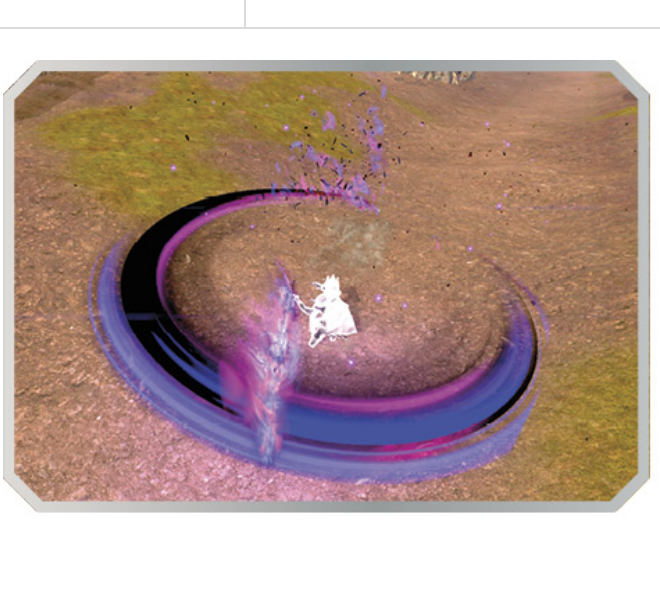
Scintilla is a hybrid HP Attack. It functions as a parry as well as a finisher, with the added benefit of dealing 160 Bravery damage before its HP damage ender. However, its range leaves much to be desired, and the parry aspect can be difficult to use properly (the block window is short) against certain characters. Scintilla is best against other vanguards, and not as effective against marksmen.

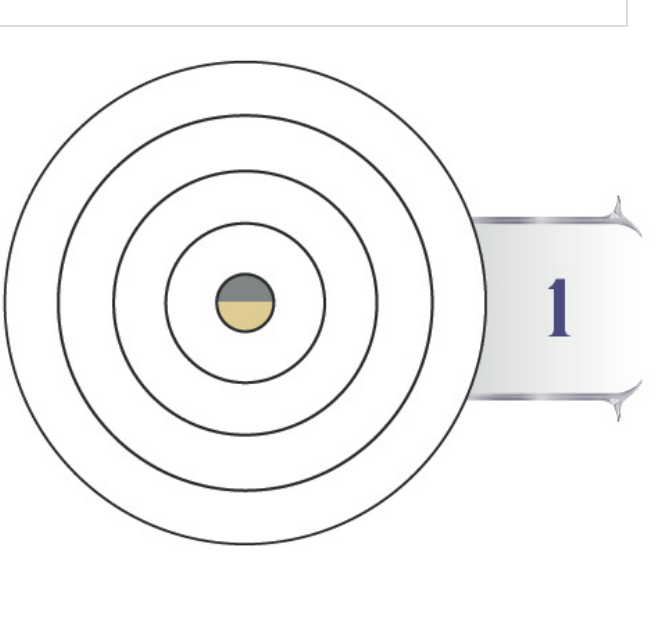
Fortunately, Sephiroth is one of the better characters at setting up wall pins for a guaranteed Scintilla (thanks to his perfect dash cancel mechanic).

Successfully countering a bravery attack with Scintilla adds invincibility and a large amount of range on its follow-up attack. For instance, if you counter Terra's Fire spell from 1.5 range, you become immune to all attacks as you lunge forward to decimate her with your counterattack.

HEARTLESS ANGEL

COMMAND	BRAVERY DAMAGE	NOTE
■	—	Inflicts doom for 20 seconds.





Enflaming the Masamune with dark energy, Sephiroth lunges forward with a sweeping slash, condemning his target with impending doom.

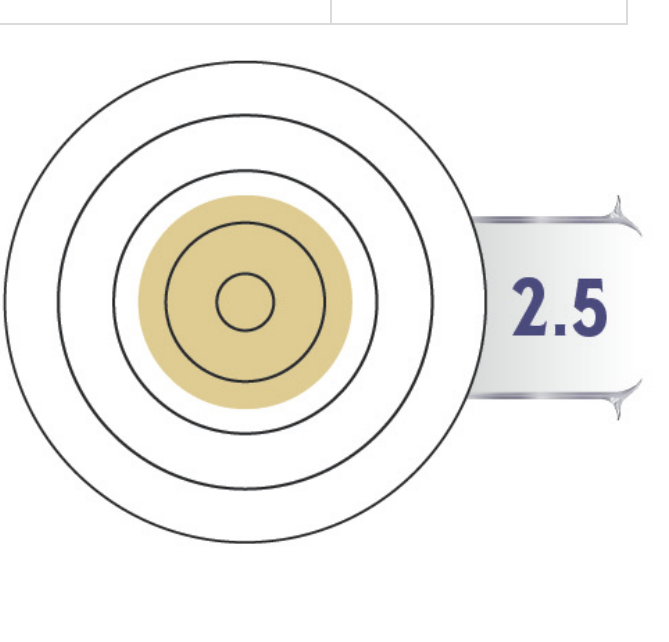
Sephiroth's signature attack remains thematically consistent in *DISSIDIA*. On a successful hit, Heartless Angel deals HP damage as well as inflicts a Doom-like status effect, with a countdown of 20 instead of 10. The afflicted player can remedy the effect by successfully scoring a hit on Sephiroth; otherwise, they lose all Bravery.

Generally, HP Attacks are meant for finishing off enemies, but Heartless Angel grants an extra bit of utility without requiring a high Bravery count. If you can sneak in Heartless Angel on a target, that target is forced to engage with you to remedy the Doom effect; otherwise they risk breaking their Bravery before they can do any HP damage.

The downside is Heartless Angel isn't easy to connect with on its own, and its countdown timer is twice as long as that of the EX Skill Doom.

BLACK MATERIA

COMMAND	BRAVERY DAMAGE	NOTE
■	—	—



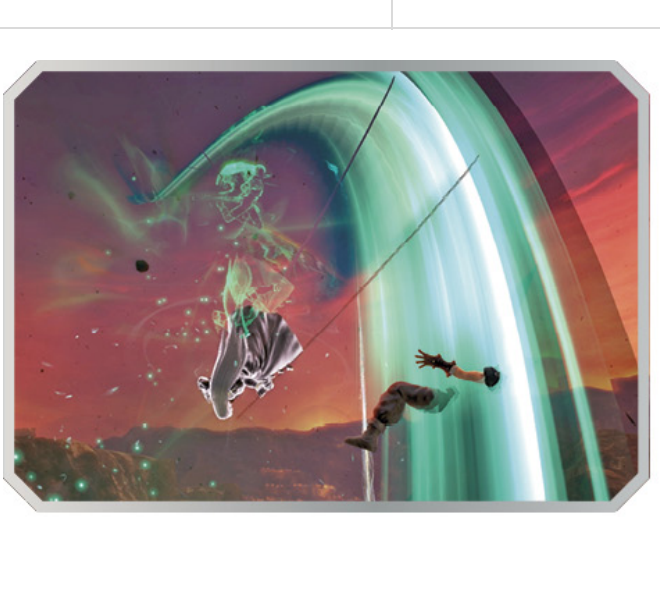
Sephiroth calls down a descending meteor directly above his target, devastating them upon impact.

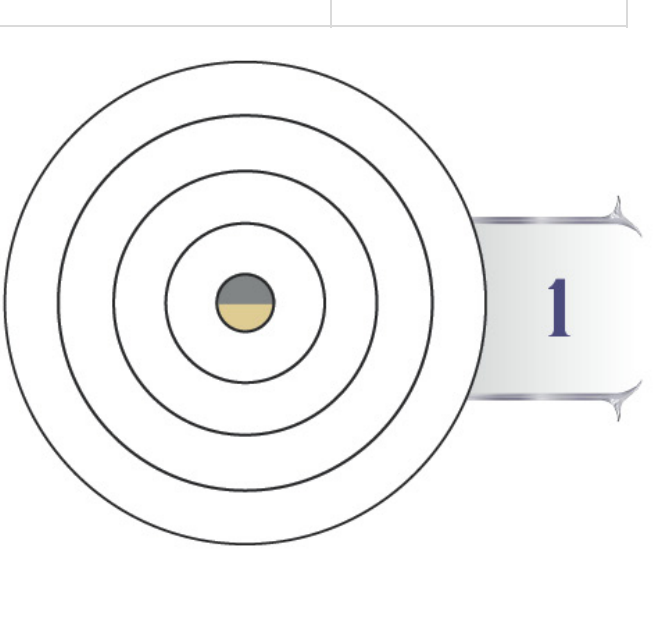
If you can build Bravery effectively as Sephiroth, Black Materia becomes incredibly dangerous for the enemy team. The threat of an unguardable HP Attack from long range is invaluable, especially for a vanguard-type character. Although it's easily avoidable by simply being on the move, enemies have to respect it—like Shadow Flare, it can force foes out of position.

In conjunction with his frame perfect dash canceling mechanics, Sephiroth can set up HP traps mid-stage with Black Materia. For instance, after a successful perfect dash cancel off of Heaven's Light, you can immediately throw out Black Materia on the same enemy. If your opponent performs an immediate air recovery, your meteor will fall and potentially score massive HP damage if the opponent fails to evade the descending projectile.

OCTASLASH

COMMAND	BRAVERY DAMAGE	NOTE
■	32x7	—





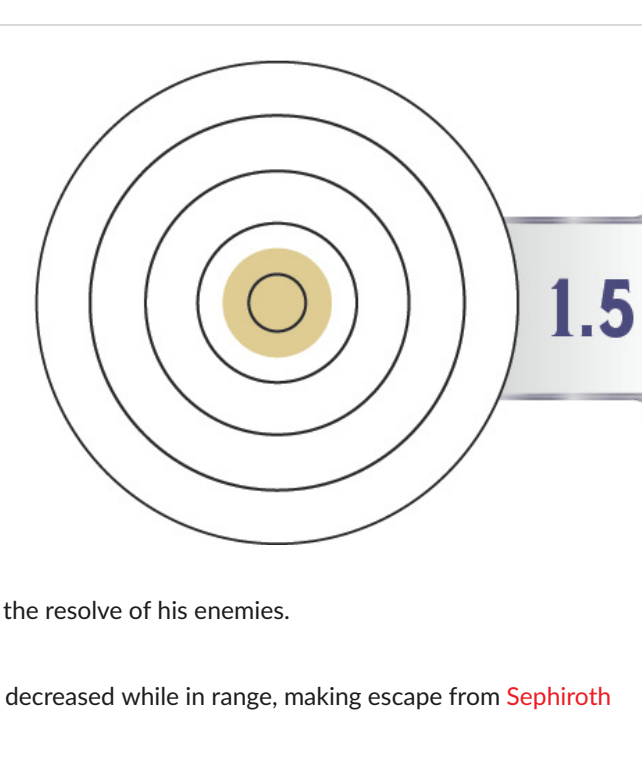
Sephiroth warps toward his victim, delivering a deadly series of slashes with the Masamune.

Octaslash is the most straightforward HP Attack Sephiroth can equip. It deals more Bravery damage than Scintilla and covers more distance than both Scintilla and Heartless Angel, thus is ideal for raw killing power.

Thanks to its high Bravery damage, you only need around 3300 Bravery to defeat a max-HP target.

JENOVA

COMMAND	BRAVERY DAMAGE	RECAST TIME	NOTE
△	—	75 seconds	Enemies within range are slowed. 20-second duration.



Through sheer force of will, Sephiroth emits an aura that drains the resolve of his enemies.

Enemies inside this generated aura have their movement speed decreased while in range, making escape from Sephiroth difficult.

Jenova complements Sephiroth's attacks well, especially when hunting down vulnerable marksmen. Activate Jenova to ensure you can easily catch fleeing targets with advancing attacks like Telluric Fury, Aeolian Onslaught, and Empyrean Wrath.

EX SKILL BREAKDOWN

BATTLE PLAN

Sephiroth is classified as a vanguard, but he can be viewed as a vanguard/assassin hybrid thanks to his hyper-mobile attacks, frame perfect dash cancel mechanic, and an EX skill designed to hunt down fragile targets.

Sephiroth excels in duels with assassins and other vanguards, but can potentially hold his own against marksmen on small, flat stages. With access to both strong mid-range attacks and adequate long-range projectile attacks, Sephiroth can lure out enemies from a defensive position as well as chase them down.

Sephiroth's close-combat game is second to none, especially when he can isolate and duel a target uninterrupted. His grounded neutral ● (Telluric Fury) and airborne neutral ● (Empyrean Wrath) are incredible tools for one-on-one scenarios, but are even better for chasing fleeing enemies, since these quick Bravery combos have deceptively long horizontal range and—unlike most Bravery combos—Sephiroth can force-combo Telluric Fury and Empyrean Wrath on whiff, further extending their effective ranges.

When it comes to offensive follow-up pressure, Sephiroth can dash cancel all of his melee-based attacks. Dash canceling is an important tool for all vanguards and assassins, but it's especially effective for Sephiroth since most of his attacks are far-reaching lunges with otherwise high recovery periods. Combined with the high poise attributes that vanguards naturally possess, Sephiroth's barrage of attacks can be difficult to fend off as he mows through enemies with dash canceled ⬆ + ● (Aeolian Onslaught) and melee-based HP Attacks.

If your team doesn't require a delegated defender, you can play Sephiroth in the role of a disruptor instead, jumping around the battlefield tagging enemies with Heartless Angel. With this HP Attack, you don't necessarily need to ramp up your Bravery to be effective. Heartless Angel applies a Doom-like status effect on any foe hit with it, forcing the victim to lose all Bravery unless they successfully score a hit on you (essentially relieving pressure from your teammates).

While your primary objective as a vanguard is to defend your marksman and assassin, you can fill in as an assassin if the situation calls for it. If you can apply the proper combo and dash cancel techniques, you can decimate foes quickly, especially if you can corner your victims and pin them to a wall. With masterful map awareness and in conjunction with a well-timed Jenova buff, you can jump from enemy to enemy with dash canceled Empyrean Wraths and Aeolian Onslaughts, wreaking havoc on the enemy team before dispatching them with Octaslash. To enhance this type of pursuit playstyle, you can equip the common EX Skill Enfeeble to further limit your opponents.

Sephiroth's toolkit allows him to chase valuable targets as well as defend key objectives and teammates. He specializes in duels, and he can take advantage of the dash cancel mechanic more than most vanguards can. However, he may have a difficult time dealing with marksmen on high-verticality maps. Another potential drawback to his move set is his inability to throw out a long-lasting threat to help him cover his advance (although Zanshin and Shadow Flare are decent long-distance attacks, they're not as effective for zone control as an attack like Cloud's Terminal Vortex).

GALLERY

APPEARANCE

Operative of Legend

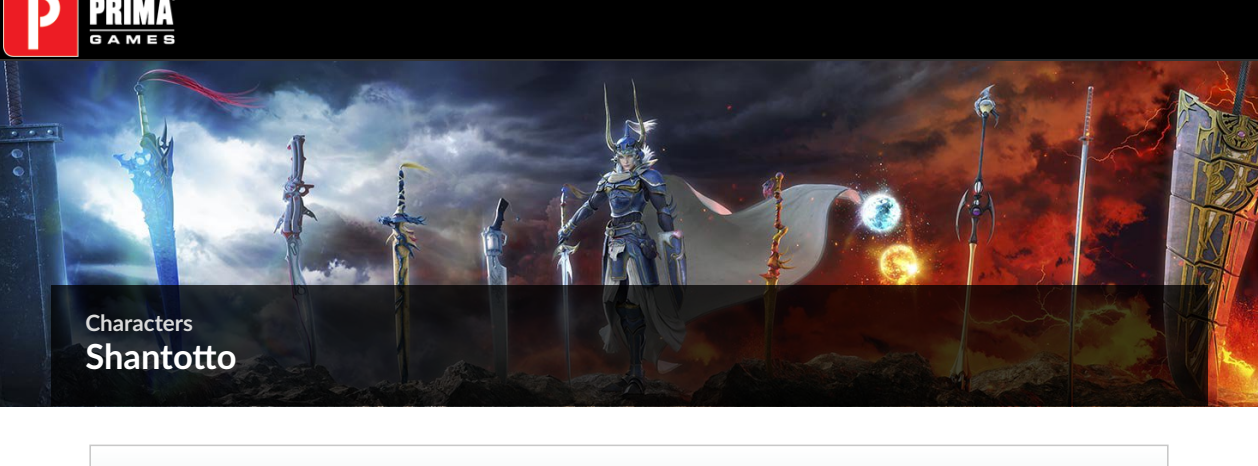
One-Winged Angel

WEAPONS

Masamune

Mako Katana

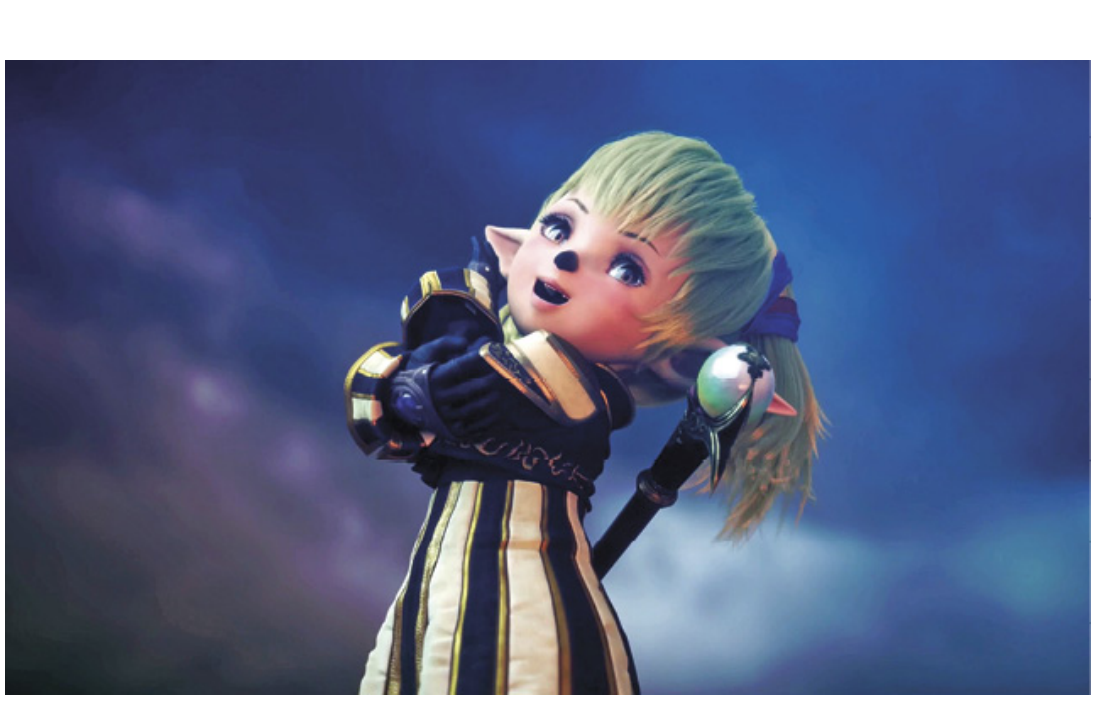
Cetra Blade

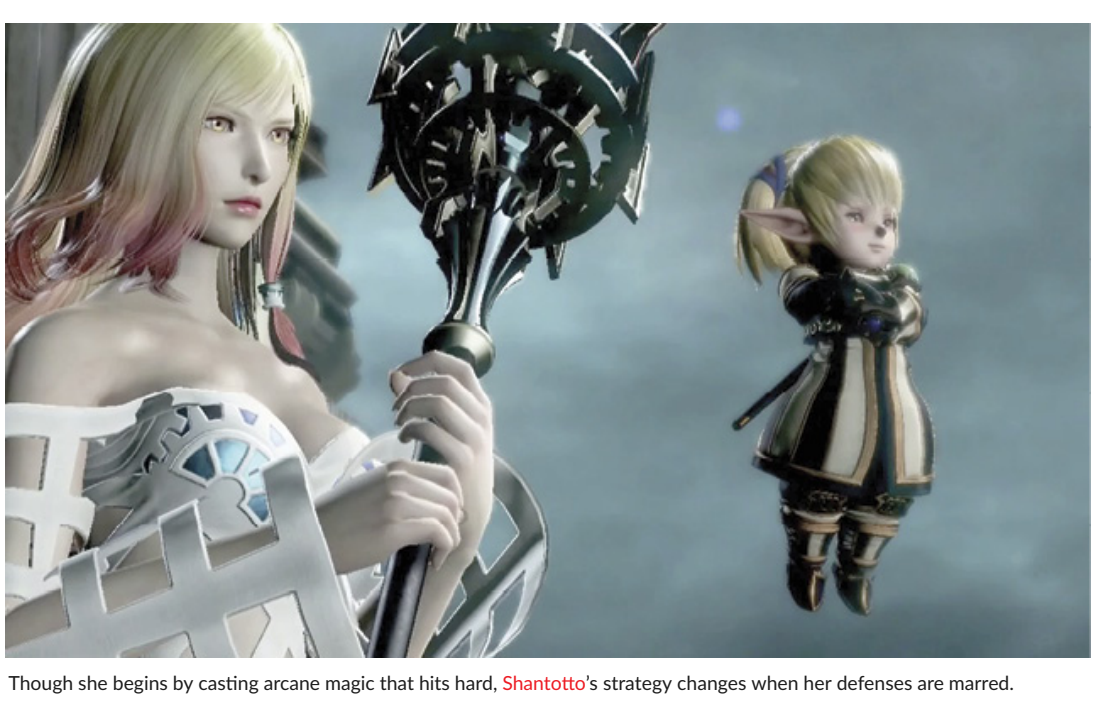


Characters

Shantotto

MARKSMAN





Though she begins by casting arcane magic that hits hard, Shantotto's strategy changes when her defenses are marred. Growing in size until she practically blots out the entire sun, her salvos of spells make her foes tuck tail and then run.

Original Appearance: *FINAL FANTASY XI*

Year: 2003

Role: This acclaimed resident of Windurst Walls is one of the strongest magic practitioners in all Vana'diel, and she knows it. Her magic-wielding power is outstripped only by her arrogance. It's not unearned, though. This pint-sized wizard has taken part in pushing back the forces of evil for decades, while playing a little loose with ethics sometimes when after magical baubles she's interested in. And that's to say nothing of perhaps her most memorable trait: she speaks in metered rhyme.

Other Noteworthy Appearances: *DISSIDIA FINAL FANTASY* (2009), *DISSIDIA 012 FINAL FANTASY* (2011), *WORLD OF FINAL FANTASY* (2016)

ARSENAL

BRAVERY ATTACKS: NORMAL

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Freeze	Grounded	●	423	3.5	Cast a massive shard of ice that pursues your enemy.
Tornado	Grounded	↑ + ●	432	2.5	Spawn a massive tornado that slowly pursues your opponent.
Quake	Grounded	↓ + ●	448	3.0	Cause the earth under your enemy's feet to rise up.
Flare	Airborne	●	416	3.5	Cast a fireball that proceeds in a straight line.
Flood	Airborne	↑ + ●	432	4.0	Cast an aqueous orb that slowly pursues your opponent.
Burst	Airborne	↓ + ●	448	3.0	Cause lightning to strike your enemy's position.

BRAVERY ATTACKS: ENRAGED

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Blizzard	Grounded	● > ● > ● > ● > ●	102x5 (102–510)	4.0	Cast multiple fast-moving ice shards. Opponent cannot recover during combo.
Aero	Grounded	↑ + ● > ● > ● > ●	144x4 (144–576)	4.0	Cast multiple orbs of wind magic that slowly pursue your foe. Opponent cannot recover during combo.
Stone	Grounded	↓ + ● > ● > ●	182x3 (182–546)	4.0	Cause multiple slabs of earth to continually rise up under your enemy's feet. Opponent cannot recover during combo.
Fire	Airborne	● > ● > ● > ● > ●	102x5 (102–510)	4.0	Cast multiple fast-moving fireballs. Opponent cannot recover during combo.
Water	Airborne	↑ + ● > ● > ● > ●	144x4 (144–576)	4.0	Cast multiple aqueous orbs that slowly pursue your enemy. Opponent cannot recover during combo.
Thunder	Airborne	↓ + ● > ● > ●	182x3 (182–546)	4.0	Cause multiple bolts of lightning to strike your opponent's position. Opponent cannot recover during combo.

BRAVERY ATTACKS: ALL TIMES

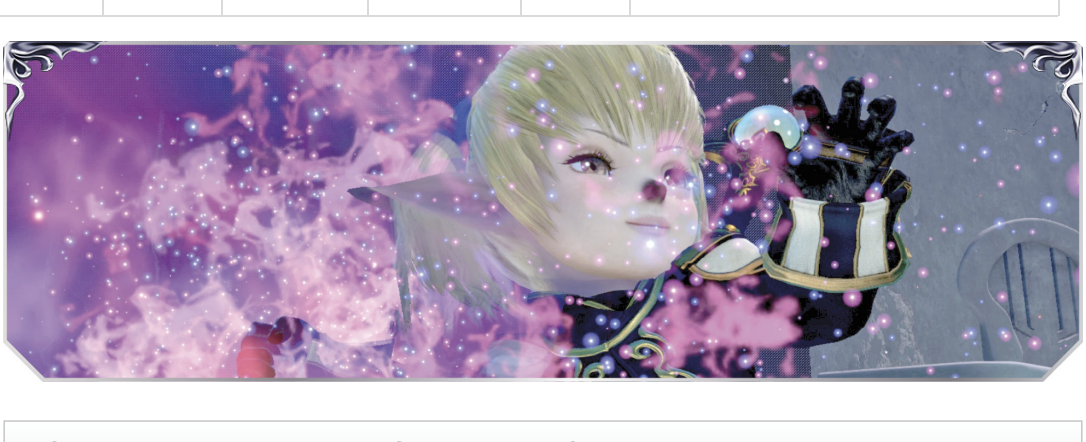
NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Bio	Dashing (Grounded & Airborne)	●	80 (+ 400/600 via poison)	2.5	Cast a poisonous orb that pursues your foe. On hit, it slowly depletes the enemy's Bravery for a period of time.

HP ATTACKS

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE (NORMAL / CHARGED)	CAPSULE DESCRIPTION
Retribution	Anytime	■	240	1.0 / 1.5	Throw your staff at your foe like a boomerang.
Vidohunir	Anytime	■ (Chargeable)	—	0.5	Cast a magic orb that draws in foes and explodes. Reduces defense against your attacks.
Divine Malison	Anytime	■	—	2.0	Drop orbs of light on your enemy's position, reducing their Bravery over time, lowering their defense, and reducing their guard stamina.
Salvation Scythe	Anytime	■	—	3.0	Summon scythes to pursue foes, reduce their Bravery over time, reduce their attack power, and stop their Bravery from recovering.

EX SKILL

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Colossal Shantotto	Anytime	▲	960	5.0	Grow to an immense size and unleash a long-range wave of energy. You are invincible while performing this ability.

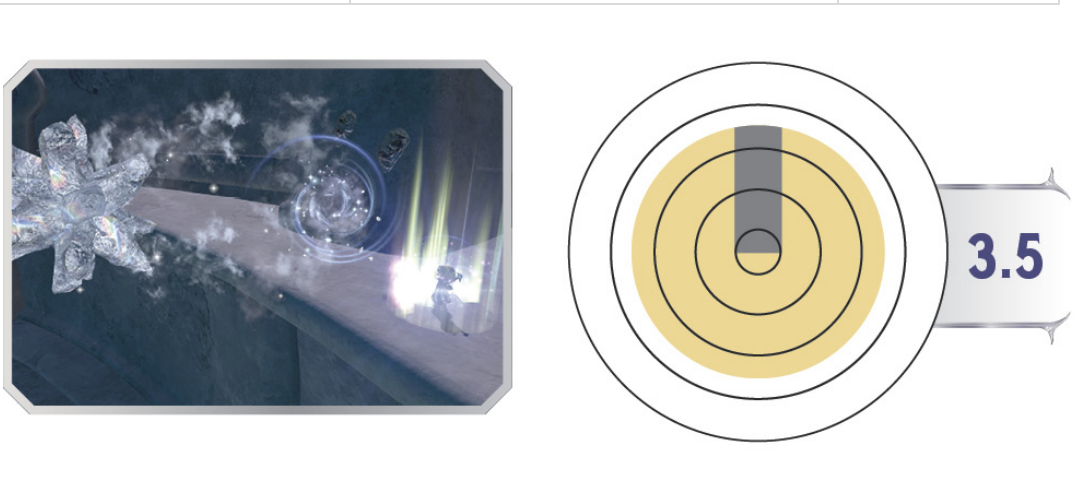


NORMAL BRAVERY ATTACK BREAKDOWN

Shantotto commands a tier of black magic mostly forgotten, and in some places forbidden. This means Freeze is like an ultimate form of Blizzard, Tornado is an ultimate form of Aero, and so on. These spells are much larger in surface area and effect than most standard black mage equivalents. Shantotto only has the fortitude to cast these ancient nukes when she has over 2500 HP, and hasn't yet dipped below that figure either.

FREEZE

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ●	423	–

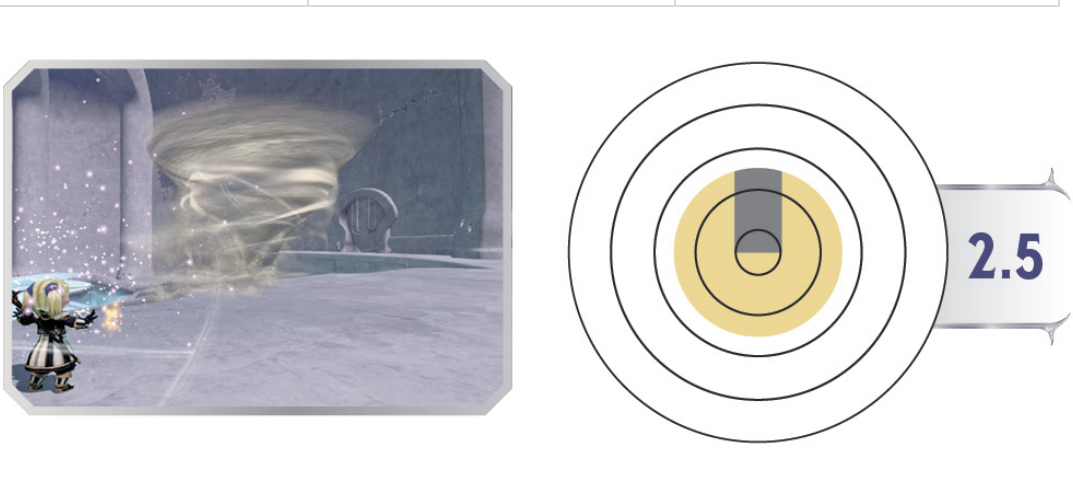


This icy rock Shantotto throws will shortly plow through all her foes. It's big and homing, travels fast, and knocks them down within the blast.

This huge, spiny ice bolide has decent tracking ability against foes moving laterally, and will probably catch them at the edge of its range if they don't dash or sidestep to move faster. When it hits the target, its impact area swells a little as it shatters, so it has a mild chance of catching enemies besides the intended target with splash damage, in confined spaces or against a clustered enemy team.

TORNADO

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ↑ + ●	432	Draw-in radius: 1



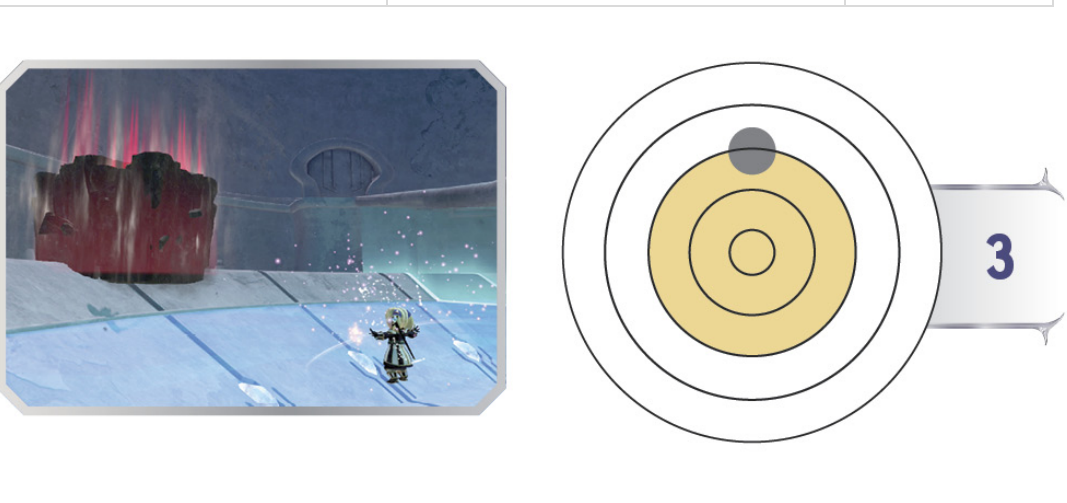
This whirling torrent on the ground draws in foes from all around. They'll get caught up if in the path, swept aside by the twister's wrath.

Tornado is a crowd-control option for the space between Shantotto and her target on the ground. This slow-moving vortex has decent range in a vacuum, reaching halfway to the minimap's edge, but it's low for a projectile. It makes up for this by taking six seconds to whirl toward its terminus. This gives you time to cast Tornado and evasion cancel out, ready to act again quickly. That can involve supplementing Tornado with more spells, or switching focus to shoot spells at a different enemy. Tornado enhances its chances of striking foes by dragging in any viable targets, which helps cause glancing hits when they're too distracted to move away immediately.

Casting Tornado again while a previous instance is still on the field causes the first one to vanish.

QUAKE

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ↓ + ●	448	–



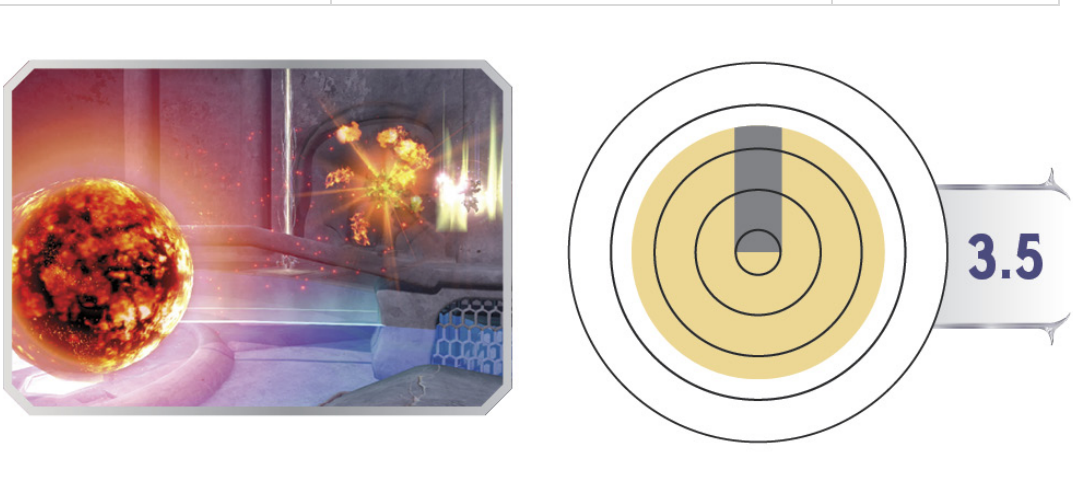
The Taru calls for a slab of earth to jut from the surrounding turf. Enemies standing upon the rise will get launched up, to their surprise.

The jagged platform that thrusts upward damages anyone it hits, but doesn't reach high enough to smack double-jumpers. It'll catch them if they're low-altitude dashers, though.

The greatest strength of this move is that it doesn't matter if something is in between Shantotto and her target. She can safely cast Quake at enemies on the other sides of walls and other obstacles, while all her other spells would be impeded by the barriers. She herself is shielded in this position—unless her opponents also have attacks like this.

FLARE

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ●	416	–

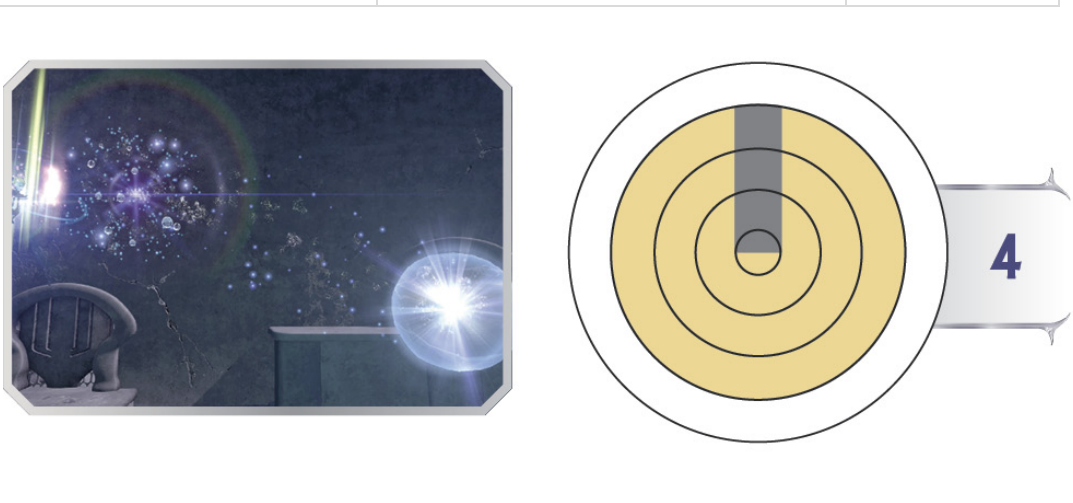


Shantotto hurls a little star from right up close to somewhat far. It blazes in fast but without much homing, a dumbfire tool for mid-range zoning.

Flare is easily dodged by anyone moving perpendicular to Shantotto. The main uses of this attack are to deter assassins moving in straight for Shantotto, and to fire it into groups of fighters already engaged, spicing up the encounter. If you want a mid-air projectile with any kind of realistic tracking ability, use Flood.

FLOOD

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ↑ + ●	432	–



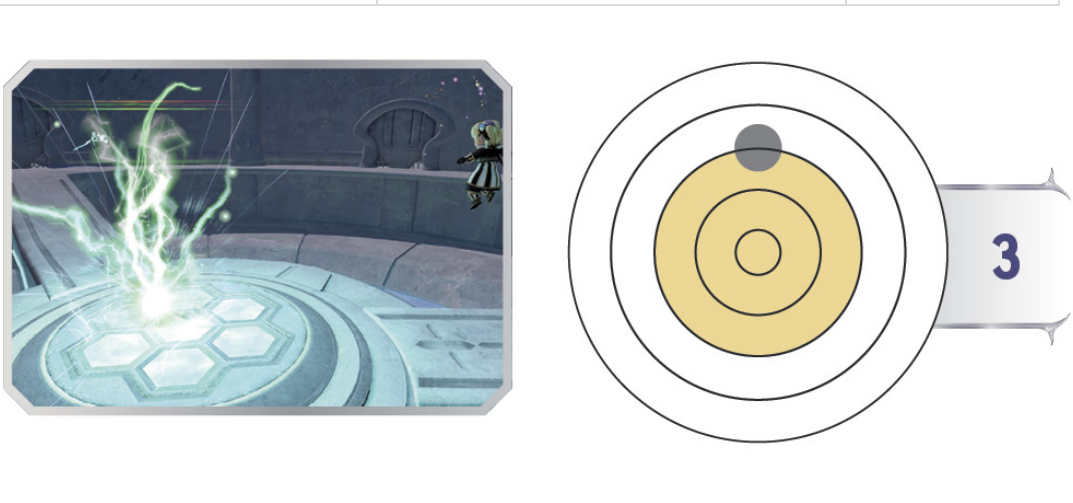
A trembling globe of shimmering waterslowly floats in for a splashy slaughter. It takes a while to make its way, which gives you time to make a play.

Flood's range and homing ability are good, while its travel speed is slow—it takes five seconds to reach its max distance. It's an aerial counterpart to Tornado on the ground, a way to put out something that occupies the field for a long time. In fact, if there's open terrain between you and the enemy party, you can put out both at once: cast Tornado, dash cancel it with R1, then immediately cast Flood. Evasion cancel forward out of Flood, and now you have a few seconds to work with/hide behind both slow, homing projectiles together.

Only one Flood projectile can be active at a time. Try to cast another, and the first one disappears.

BURST

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ↓ + ●	448	–



Your foe's in for a shocking fate if they don't vacate the electric gate. The ring calls down a lightning bolt to deliver your foe a frightening jolt.

Once the lightning triangle causes the ball-lightning burst, it persists for almost a second, enough time that a foe dashing nearby without paying attention might fly right into Burst in progress. It also makes this a good attack to target at enemies about to resurrect from being knocked out, or who've just air-recovered—if you have a sense of when their invulnerable periods will end, you can greet them with a Burst that, perfectly timed, they won't be able to avoid.

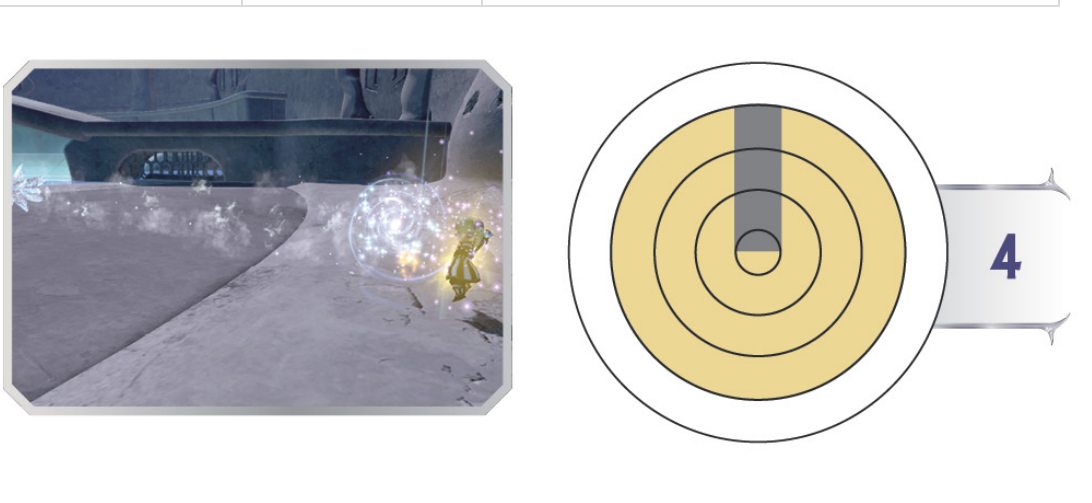
Although the radius for this attack isn't as big as Quake on the ground, Burst isn't limited to targeting enemies at ground level. During skirmishes between your allies and two or three enemies, sending Burst into the mix has a good chance of clipping someone, even if it doesn't end up being the bogey you're focused on.

ENRAGED BRAVERY ATTACK BREAKDOWN

When push comes to shove and Shantotto is brought under 2500 HP, her temper takes over and she dispenses with the ancient magics in favor of mashing out contemporary versions. Of course, it's still Shantotto, an unsurpassed spellslinger, so she's not just going to cast Blizzard *once*, not when she's angry, not when casting it five times in a row rapidly works just as well (and feels more cathartic). In addition to setting aside ancient magic in favor of machine-gunned spells, Shantotto's movement speed increases a bit when she's enraged. Even if she's healed back over 2500 HP, she'll stay mad—there's no going back unless she's incapacitated.

BLIZZARD

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ● > ● > ● > ● > ●	102x5 (102–510)	Can move while casting. Only final Blizzard ball knocks down.



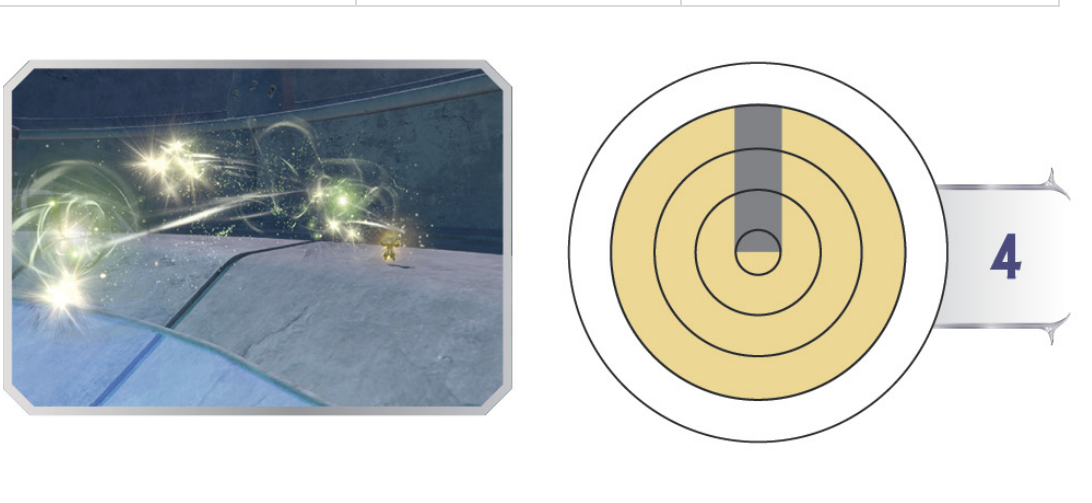
Though angered, Shantotto can chill out by tossing lots of ice about. Her rapid-fire ice cube barrages will split up hostile entourages.

Up to five Blizzard shots can be cast in a row, potentially locking up a target with hits, as they must either dodge, block, or eat them all. Only the final shot knocks targets off their feet on hit, so if you stop the chain-casting short of all five Blizzard shots, it'll hold them for a while, but it won't take them out of commission for a moment. These ice shots don't have homing ability, so you'll strictly be relying on target selection, timing, and quantity to make these shots count.

Shantotto can move around during this casting, along with other enraged variants, which is good for continuing to dodge enemy activity during these longer casting periods.

AERO

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ↑ + ● > ● > ● > ●	144x4 (144–576)	Can move while casting.



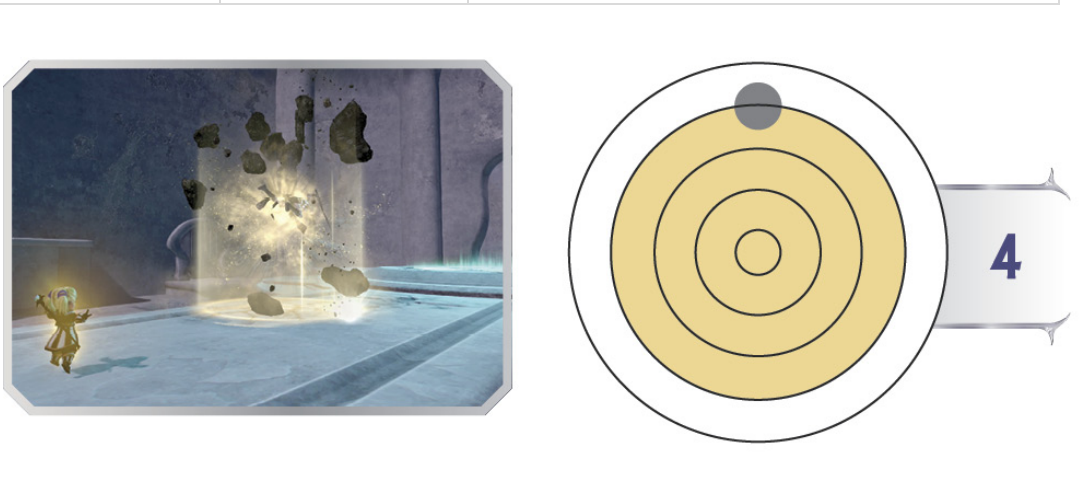
A storm front's coming for the foe with gusts let loose from casting Aero. Tornado was one, but this is more, not one nor two nor three but four.

Little Aero storms have great homing ability, in contrast to several mainstay Shantotto ranged attacks like normal-mode Flare and enraged Blizzard. They even do a decent job of tracking assassins who triple-jump over the line of Aero shots. Like Blizzard, Shantotto can move around while firing Aero, between one to four casts; unlike Blizzard, any of the Aero shots hitting will knock the victim off their feet, setting them up for other immediate hits if other Aero shots are inbound, or if allies are nearby to scoop them up. Since any Aero twister knocks down, it's really unlikely they'll all score hits as a combo.

If you realize you need to take evasive action, you can stop the multi-cast with a guard or evasion cancel.

STONE

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ↓ + ● > ● > ●	182x3 (182–546)	Can move while casting. Only final Stone pillar knocks down.



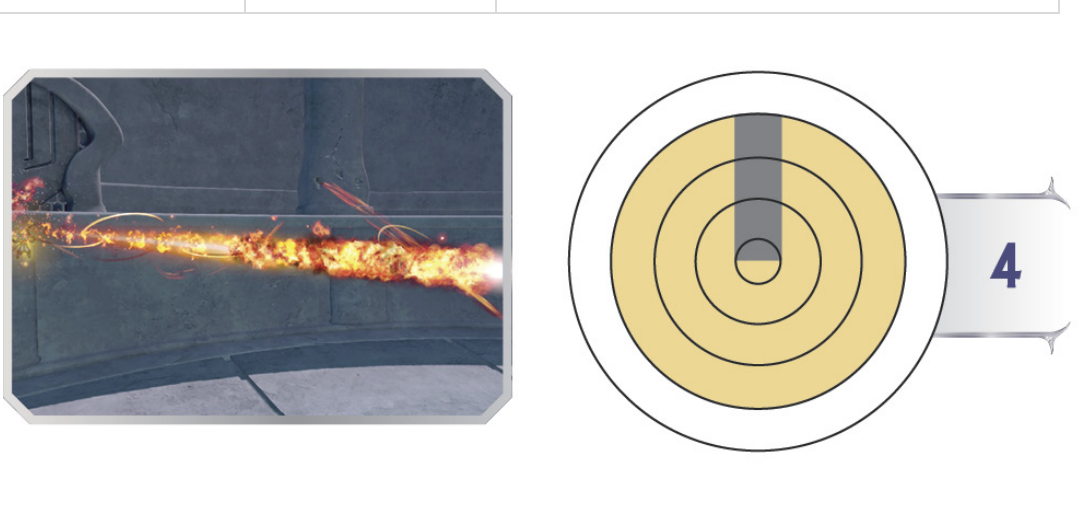
Three slabs of stone raised from the soil will work as an assailant's foil. If any should smack against a foe, upon their form the rest follow.

This is a rapid-fire mini-Quake. Any of the jutting pillars will knock victims off their feet, setting them up for follow-ups, but these don't extend as wide around or as high up as Quake, naturally. Any double-jumping character can clear the top of the first Stone pillar, then they can dash safely over the tops of the second and third.

When a foe does get caught by the Stone trio, the final one pops them up where they can air-recover, though perhaps not before a friend keeps hitting them. In fact, Shantotto herself can attempt to self-combo off triple-Stone from mid-range, by evasion canceling forward immediately after the third cast, then starting up a multi-shot Blizzard or Aero cast. Depending on positioning and opponent attentiveness, enemies may not be able to air-recover and flip out of the path of the incoming shots in time. This lets Shantotto build up tons of Bravery at once while holding a foe for a long time, keeping them out of commission and potentially setting up an ally for an HP Attack home run.

FIRE

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ● > ● > ● > ● > ●	102x5 (102–510)	Can move while casting. Only final fireball knocks down.

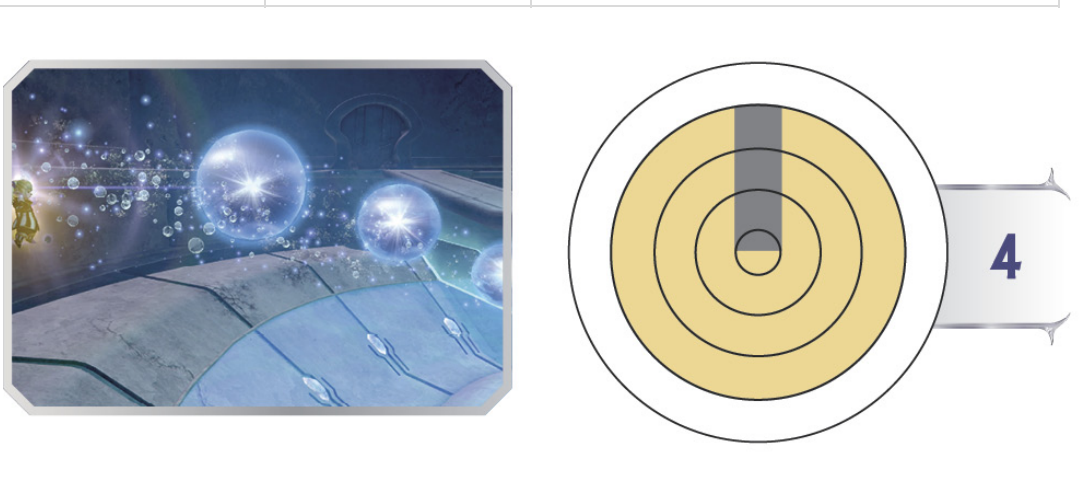


Windurst's pride starts a conflagration aiming for total devastation. The enemy's plan is what she'll smother with one fireball after another.

Between one and five Fire shots can be used in a row, and they'll all lock down a blocking enemy, or combo them on hit. The enemy doesn't get knocked down until the end, giving plenty of time for teammates to chip in. As with other enraged spells, Shantotto can glide around while spell-casting, which is especially useful for shooting multiple fireballs while moving forward at the enemy to press the attack and hold them for friendly combos.

WATER

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ↑ + ● > ● > ● > ●	144x4 (144–576)	Can move while casting. Any shot knocks down.



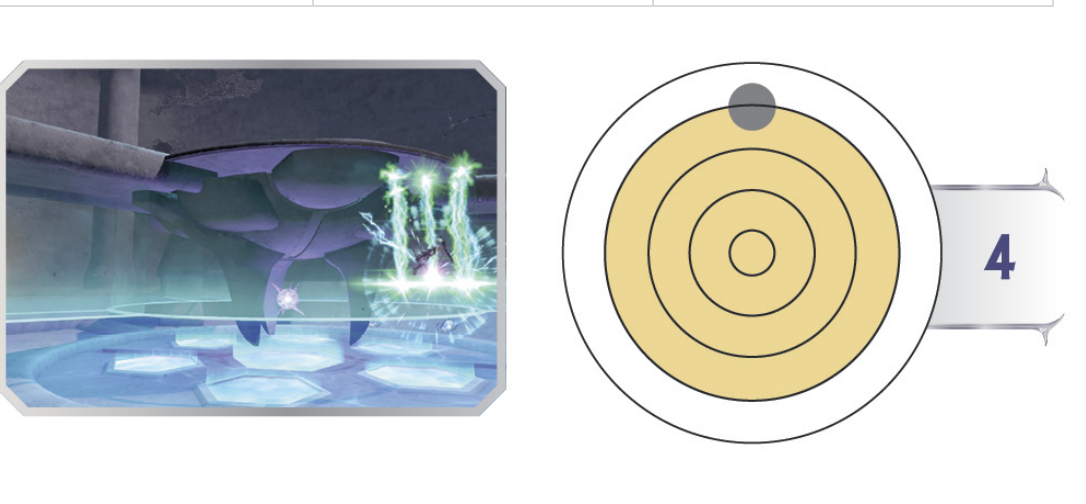
While Flood sent forth one ancient bubble, here's a quartet for their trouble. Drown your foes in airborne squalls with these homing Water balls.

Water's multi-shot spell works like Aero on the ground. Up to four shots can be sent enemy-bound, with good tracking ability and reach. Also like Aero, any hit from Water globes knocks targets off-balance, forcing them to air-recover or risk being vulnerable to follow-up hits. This means a glancing blow from an unfinished casting of Water or Aero is more meaningful while enraged than from Blizzard/Fire/Thunder/Stone, which require the full chain to sweep enemies off their feet.

In other words, you can feel freer to cancel out of Aero and Water with guard or evasion canceling. Don't feel as obligated to finish out casts of these spells, since they're more valuable "incomplete" than the ones that don't always cause a knockdown.

THUNDER

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ↓ + ● > ● > ●	182x3 (182–546)	Can move while casting.



A triple-casted lightning spell will microwave the target well. Bolts pop from the very air, shocking fighters floating there.

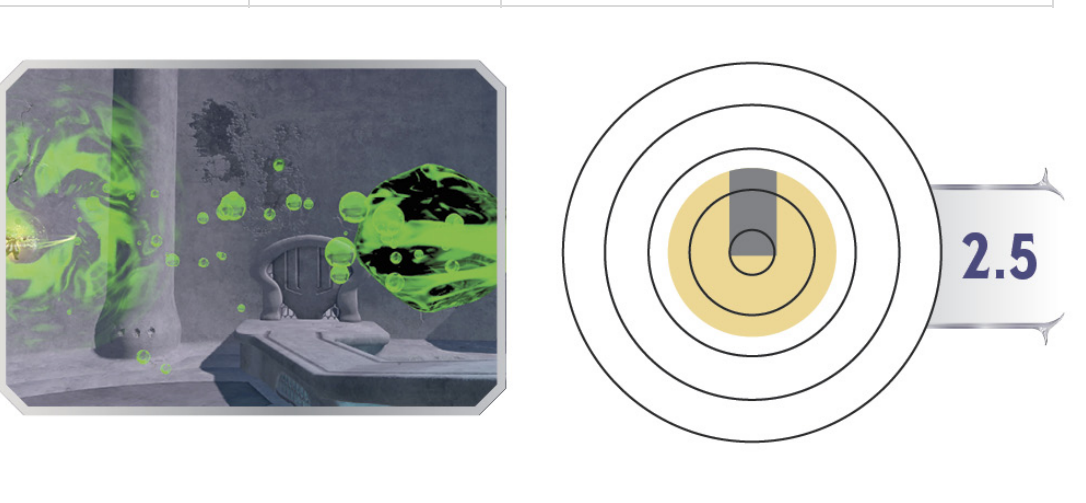
The sparks that appear around the target foreshadow that they're about to get zapped. They can sidestep or dash, but they'll have to do it for every stage you cast. If any stage hits, proceeding to the final casting stage will pop them up, into position for continued punishment from allies. Like with Stone on the ground, by evasion canceling the last Thunder cast and beginning another multi-hit spell, you may even make this happen without allies.

Against undistracted enemies targeting Shantotto, Thunder is the wrong choice compared to linear, space-controlling spells. But against distracted, dogfighting enemies, or against enemies on the other side of obstacles, Thunder is a great option for harassment.

BOTH SPELL-CASTING MODES

BIO

COMMAND	BRAVERY DAMAGE	NOTE
Dashing (Grounded & Airborne) ●	80 (+ 400/600 via poison)	Deals up to 400 additional Bravery damage in 10 seconds. (600 enraged.)



This noxious cloud of green ichor carries forth a poisoned spore. If it splashes sick upon the foe, their Bravery shall downward go.

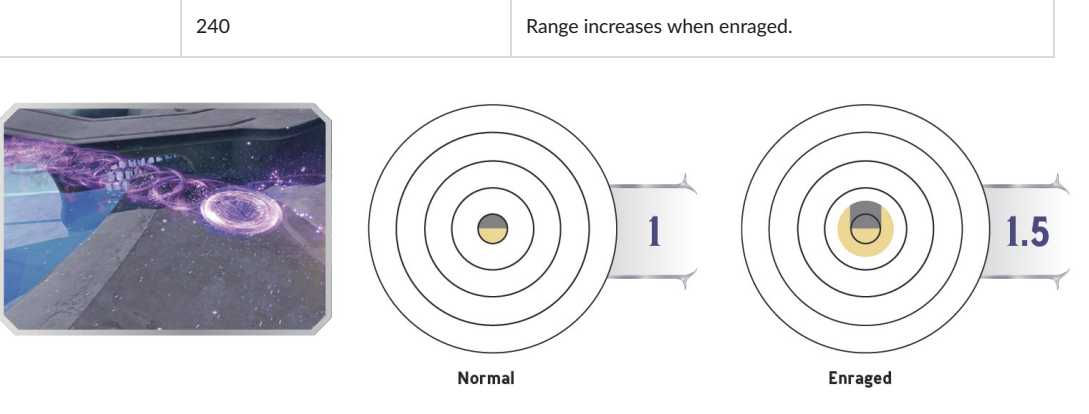
Bio doesn't build much Bravery for Shantotto, but it does a normal amount of Bravery damage to the enemy over time, spaced over 10 seconds, if they don't use a common EX Skill to remove status effects.

Bio is a smaller projectile spell than her ancient magic, but in line with her enraged-state spells' sizes. It's the only spell that's fundamentally the same in both states, though the projectile is bit bigger, and the poison effect saps more enemy Bravery when Shantotto is enraged.

HP ATTACK BREAKDOWN

RETRIBUTION

COMMAND	BRAVERY DAMAGE	NOTE
■	240	Range increases when enraged.

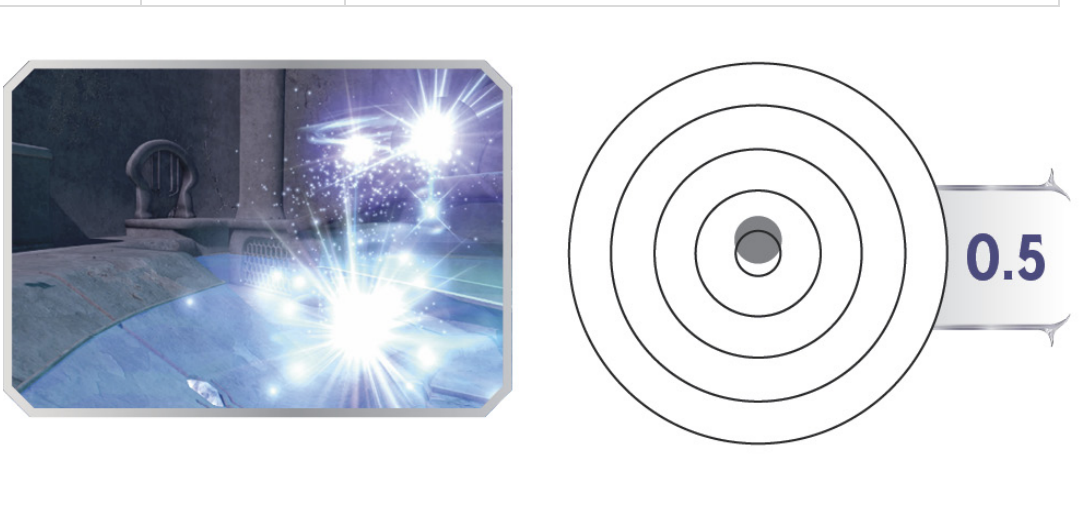


Like a boomerang the staff is thrown to trace an arc and return home.The toss is one they'll wish they'd vaulted as their Bravery is softened, and HP assaulted.

Shantotto's one and only physical attack, a staff weapon skill. This is as close as she gets to a close-range tool or a straightforward follow-up for an ally's combos and wall hits.

VIDOHUNIR

COMMAND	BRAVERY DAMAGE	NOTE
■ (Chargeable)	–	Can charge, delaying attack. Draw-in range: 1. Applies 30-second defense debuff.



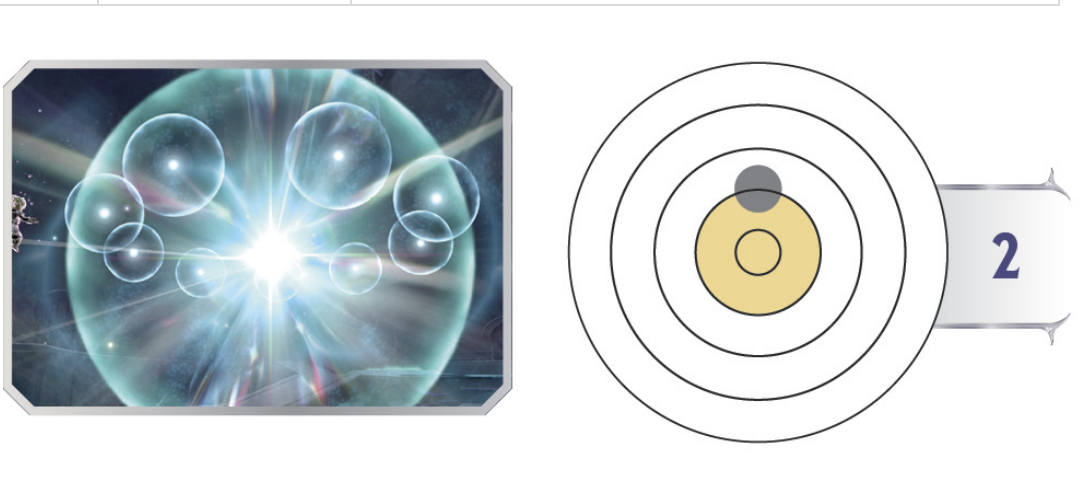
As Shantotto's casting power grows, a globe of light impels her foes. Upon release, a nova so bright afflicts foes with a defense blight.

The gathering light globe that kicks off this attack is always placed right by Shantotto, but the explosion is wide, reaching to the first minimap circle. This attack can be delayed by holding down the input, which doesn't add to damage or the debuff effect, but does give more time for the draw-in effect to pull enemies close enough for the splash damage to reach them when the explosion is detonated.

This HP Attack lacks the range and versatility of her other options, but it has one potent feature: on hit, a 30-second defense debuff is inflicted, increasing the damage the target takes from Bravery Attacks by about 30%! This can greatly accelerate the opposing team's demise if this member becomes careless with getting chewed apart, coughing up lots of bonus Bravery for your side.

DIVINE MALISON

COMMAND	BRAVERY DAMAGE	NOTE
■	400 over 20 seconds	Can move while casting. Inflicts 20-second Bio effect, and debuff to defense and guard stamina.



Portals wink open up above to shower the ground in holy love. Six light bolides plummet down, exploding when they strike the ground.

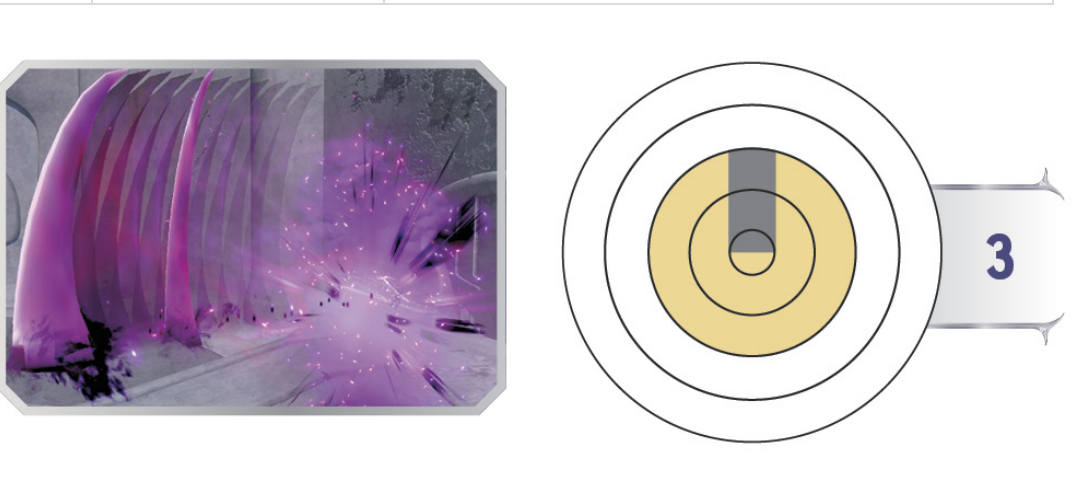
This flexible HP Attack builds upon the strength of Quake/Stone and Burst/Thunder, potentially destroying targets on the other sides of walls, ledges, pillars, and so on, without requiring a direct line of sight. Calling for Divine Malison above fights between your teammates and enemy groups can also lead to hits as opponents inadvertently fly into a light meteor while scrambling away. This is also the only HP Attack that allows Shantotto to move while casting, making it her most evasive option.

There's a mild random element to the attack's range and speed, since the holy impactors fall randomly. The overall splash area, between falling threats and impact explosions, is generous, and the threat period is lengthy, as the holy shower takes about a second and a half.

The debuff this attack inflicts reduces the target's Bravery defense by about 6% for 20 seconds. Not a huge amount, nothing like Vidohunir. More meaningfully, Divine Malison also reduces their guard stamina for 20 seconds, so it takes one fewer blocked attack to shatter their guard and leave them totally helpless, reeling.

SALVATION SCYTHE

COMMAND	BRAVERY DAMAGE	NOTE
■	400 Bravery damage over 20 seconds	Inflicts for 20 seconds Bio effect, and debuff that reduces attack power and prevents Bravery auto-recovery.



Shantotto could be a great dark knight, considering her black magic's bite. A dark tooth projects across the screen acting like a giant guillotine.

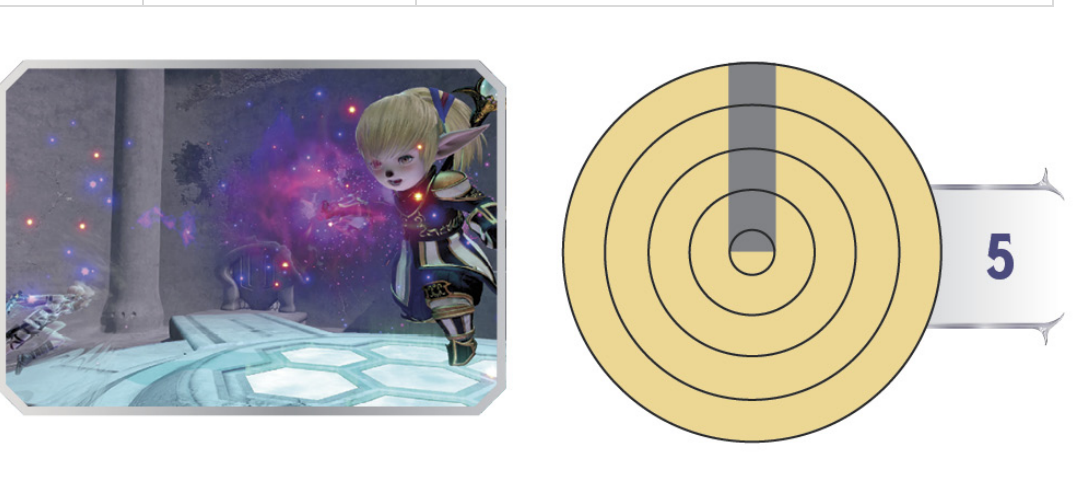
Shantotto uses a melee weapon to trigger this HP strike, but it behaves like many shockwave moves, coursing across the stage toward the intended target as a series of tall bursts. If the would-be victim takes evasive action, dashing or sidestepping, the roaming tooth-pillar will track a bit, trying to snake toward them.

On top of having excellent reach and cutting a forbidding vertical swath, able to slice even high fliers, Salvation Scythe inflicts a unique 20-second debuff. This slowly reduces Bravery by 400 over time (like normal-mode Bio, dashing ●, and Divine Malison) and reduces attack power by about 12%. Uniquely, Salvation Scythe's debuff also prevents the auto-recovery of Bravery after the target has been broken by Bravery Attacks, or has just consumed all of their Bravery by landing an HP Attack. The foe is therefore less of a threat to HP while the debuff is active, and their Bravery will be easier to break.

EX SKILL BREAKDOWN

COLOSSAL SHANTOTTO

COMMAND	BRAVERY DAMAGE	NOTE
▲	960	Invincible during start-up. 60-second cooldown.



Before the foes' astonished eyes Shantotto swells to ginormous size. Gathering magic in her hand, she scatters it across the land.

Colossal Shantotto is exactly as advertised. In sheer threat area, it's one of the biggest attacks in the game. Shantotto's attack is a huge, wide pillar that travels quickly all the way out to max minimap range. It deals an impressive amount of Bravery damage to anyone it hits, so she can end up in one-shot HP Attack territory instantly if this happens to catch multiple opponents.

Shantotto is invincible when the move begins, so you can (and should) use Colossal Shantotto as a kind of panic button, whether to escape two-on-one or three-on-one scenarios where you're being overwhelmed without help, or to intentionally dodge big telegraphed attacks, like a summon's ultimate blow.

Of course, it's also great to proactively send Colossal Shantotto's nuke pillar barreling into a group of enemies, if the right opportunity opens up.

The only thing stopping this from seeming totally unfair is that it doesn't have any tracking. After charging magic in her right fist for a second, Shantotto pitches the pillars directly at the target, and the line doesn't budge from that vector. It's still a huge enough hitting area to work well for glancing blows, but it won't catch attentive targets who are moving in a wide circle, even just running. This also has an extremely long cooldown, so Shantotto won't be able to use it more than three or four times per match. This makes a whiff is particularly painful!

BATTLE PLAN

Shantotto is a pure marksman type, entirely dedicated to providing ranged support for the team. Her Retribution HP Attack aside, she has no melee attacks at all, no real close-range plan beyond universal options: guarding, sidestepping, dashing away. Note also that her spells generally travel on a horizontal track; her ability to track targets much higher or lower is limited. Wide-open, flatter stages suit her best, while arenas with a lot of verticality are not her favorite places.

With a mastery of all forms of black magic, Shantotto begins battles by flexing her superior grasp of spell-casting, using enormous ancient magic spells. She stays like this until her HP is depleted below 2500, at which point she begins glowing, moving more quickly, and using her "enraged" move set. Bruised and angered, Shantotto sets aside her show-off spells and dusts off tried-and-true staples to send in chain-casted clusters at her adversaries.

As long as allies aren't incapacitated, the Share HP EX Skill can be used to enter the enraged state at will. HP Regen can be equipped in tandem with Share HP, so Shantotto can replenish some HP after intentionally dropping enough life to become enraged. This is useful after being knocked out, to quickly reenter the enraged mode, or when enemies are purposely avoiding dealing damage to Shantotto. Allies with healing abilities can help out with HP replenishment too.

When calm, Shantotto's advantages lie in territory control. Tornado and Flood (↑ + ●) are long-lasting, intimidating projectiles to keep out between Shantotto and the enemy team's direction. Ground zero for team skirmishes will be much friendlier for your allies if you keep these projectiles rolling over it, primarily aimed at the enemy's main tanking threats. They'll clash with ranged threats from enemy marksmen, score clipping hits against assassins flitting about, and greatly strengthen your own vanguard's case when they go in after opposing brawlers.

When Flood and/or Tornado are in motion, choose an enemy target as central to local battles as possible and cast Burst (airborne ↓ + ●). This centers an electrical area-of-effect explosion wherever they are, which might not hit, but will at least force them to scurry away. Unexpected scrambling is something your allies might capitalize on, and gives the enemy chances to run into your slow projectiles that are still rumbling along. The HP Attack that supplements this long-range artillery shelling best is Salvation Scythe, which gives Shantotto a credible shockwave attack to go with her elemental nukes. Divine Malison is also a decent mid- to long-range tool, as the light meteor shower can police the mid-range border.

When enraged, Shantotto plays much differently. All her spells except for Bio become multi-cast attacks and extend their range to the fourth minimap circle. Her spell hits stop being so forceful, and the magic blasts themselves are smaller. Instead of large bursts, she distributes spell power across several casts of a weaker spell, which, perhaps counterintuitively, makes her stronger on the battlefield. This lets her put more threats on the field at once, and makes her much better at attacking foes directly while creating potential openings for friends. She's also a faster character, able to continue gliding around while multi-casting nukes.

Aero and Water (airborne/grounded ↑ + ● > ● x3) replace Flood/Tornado as the best general space-control/homing tools, when in standoffs with enemies at mid- to long-range. Up to four can be thrown per cast. Closer in, especially when providing support fire for melee friends locked in battle, use flurries of Blizzard and Fire (● x5), which arrive at targets more quickly and potentially lock them in place, hit or block, creating a perfect opening for a friend to combo a guaranteed HP Attack. Creating lots of these multi-hit holding opportunities is one of the best ways to help nearby melees, thus helping the team put points on the board.

In this state, Divine Malison and Salvation Scythe both provide different benefits to ranged fighting. They both offer mild debuff effects on hit, too.

In contrast to those, her Retribution HP Attack is here in case you must have a close-range option available. It's a good one, if you want the versatility, at the expense of adding more teeth to her mid- to long-range bombing.

Vidohunir is an interesting option, a close-range attack most noteworthy for its extreme defense debuff, much more impactful than her other HP Attack debuffs. Of course, this is a harder attack to land, as basically a close-range explosion that requires Shantotto to wade into a range she's ill-suited for. If you can find places to fly in and drop it on a distracted enemy or two, and if allies pummel them while they're enfeebled, the effect can really add up. Allies dealing lots of bonus Bravery damage will get to potential HP killshots faster, especially mixing in Share Bravery EX Skill use. Bio (especially enraged) also gains more appeal in this scenario, helping push the edge by reducing the target's Bravery yet another way.

Because all of Shantotto's magical HP Attacks inflict great debuffs (especially Vidohunir!), you should opt to use HP Attacks often regardless of your Bravery. While one-hit knockouts are always nice, these debuffing HP Attacks really lend themselves to frequent use. Not only will they complicate things for foes trying to guard against your allies, they'll enhance the whole team's performance.

If you've picked Vidohunir or Retribution, those happen to be just about your only scary defensive options when enemies come calling for you (which will happen soon, if you're doing your duty in being annoying as a long-range harasser). That is, until your EX Skill cooldown is done and Colossal Shantotto is available for use. This massive dumbfire shockwave travels farther than any other Shantotto attack, builds an incredible amount of Bravery on hit, and, most importantly, renders Shantotto *invincible* during use. As with her enraged mode, this goes to show that Shantotto will suffer lesser creatures to knock around her tiny, weak form for only so long before she snaps, briefly revealing her true power level.

GALLERY

APPEARANCE

The Federation's Fiend

Ministerial Vestiture

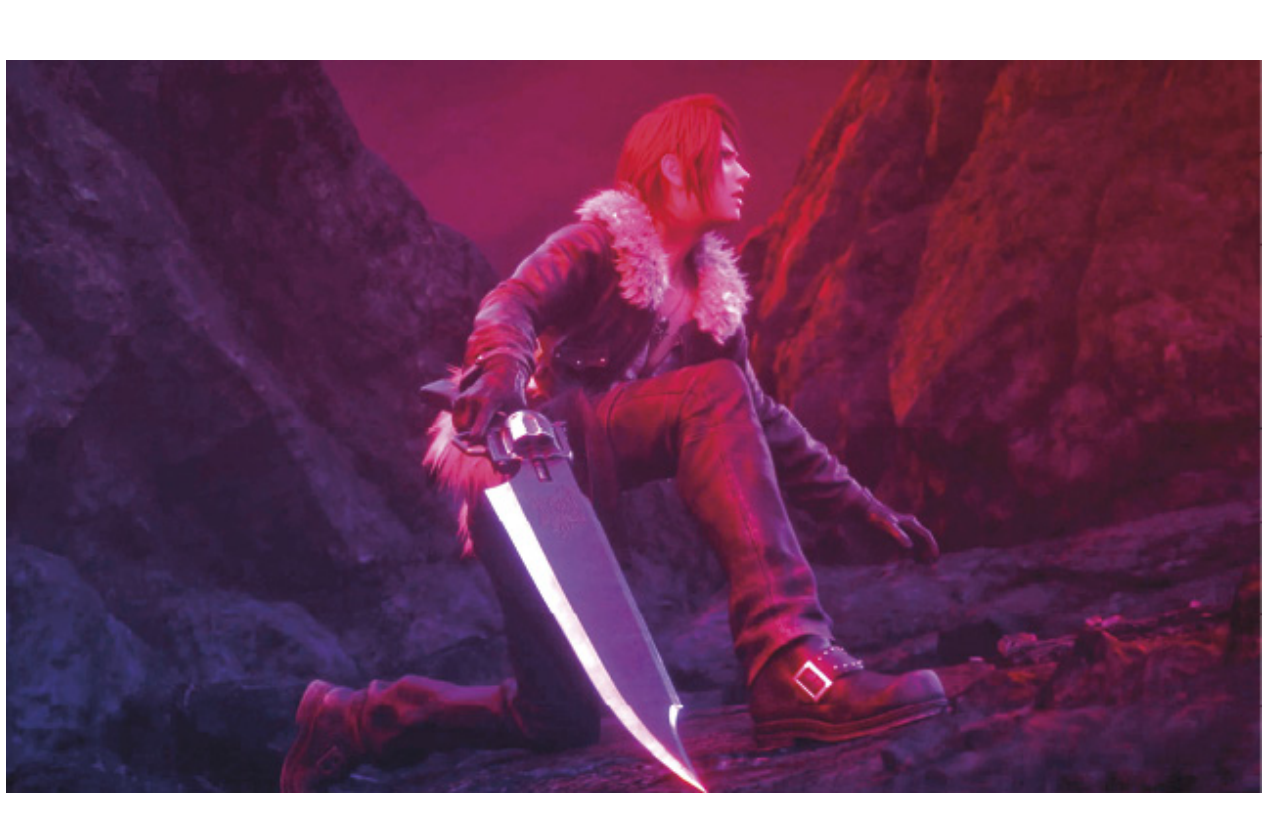
WEAPONS

Iridal Staff

Plenitas Virga

Claustrum

ASSASSIN



His attitude leaves much to be desired, but his close-quarters gunblade techniques do not. Timing his combos well results in explosive amounts of additional damage, so refine your skills if you wish to lead Squall to victory.

FINAL FANTASY VIII

Original Appearance: *FINAL FANTASY VIII*

Year: 1999

Role: Squall was a cadet at Balamb Garden, a military school whose students graduate into the mercenary organization, SeeD. Raised an orphan, he experienced traumatic childhood events that caused him to develop a defensively cold demeanor.

He eventually graduates into SeeD status along with his schoolmates, Zell and Selphie. During the graduation ceremony, Squall meets a young woman named Rinoa, whose personality provides a stark contrast to his. Their journey together unravels several secrets of the SeeD organization, along with secrets of their own pasts.

Rinoa
"Very pleased to meet you, Squall..."

Why...
For what?
I'll be here...
I'll be waiting...here...
I'll be waiting...for you...so...
If you come here...
You'll find me.
I promise.

Other Noteworthy Appearances: *DISSIDIA FINAL FANTASY* (2009), *DISSIDIA 012 FINAL FANTASY* (2011), *Theatrhythm FINAL FANTASY* (2012), *FINAL FANTASY Explorers* (2014), *Theatrhythm FINAL FANTASY Curtain Call* (2014), *WORLD OF FINAL FANTASY* (2016), *DISSIDIA FINAL FANTASY Opera Omnia* (2017)

ARSENAL

BRAVERY ATTACKS

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Solid Barrel	Grounded	● > ● > ● > ●	64, 48, 48, 32x2+ 144 64, 84, 84, 56x2+ 252 (368~596)	0.5	Cut into foes with quick successive slashes of the gunblade.
Uppercut Blues	Grounded	⬆ + ● > ● > ● > ●	64, 80, 48, 128 64, 140, 84, 224 (320~512)	1.0	Lunge forward with an uppercut into an air combo, blasting the enemy away.
Lightning Shot	Grounded	⬇ + ●	20x1~6 (20~120)	1.5	Drop a row of lightning strikes emanating from range, pulling in your target for a follow-up attack.
Gnashing Fang	Airborne	● > ● > ● > ●	64, 32, 48, 16x6, 128 64, 56, 84, 28x6, 224 (368~596)	0.5	Deliver a double upward slash, followed by a flurry of gunblade blows.
Savage Claw	Airborne	⬆ + ● > ● > ● > ●	64, 80, 48, 128 64, 140, 84, 224 (320~512)	1.0	Charge at a foe from the air with four powerful slashes, knocking enemies to mid-range.
Devastating Slug	Airborne	⬇ + ●	80	1.5	Engage your foe from mid-range with a swooping rush attack, then follow up with either Gnashing Fang or Savage Claw.
Keen Edge	Dashing (Grounded & Airborne)	●	208, 240	1.5	Chase your foe with a two-hit sword-sweep-into-overhead-slash combination.

HP ATTACKS

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Fated Circle	Anytime	□	—	0.5	Cause a sudden explosion. First spin on your side if airborne, or upright if on the ground.
Rough Divide	Anytime	□	64	1.0	Launch foes into the air with an upward strike.
Blasting Zone	Anytime	□ (chargeable)	—	2.5	Send a massive blade of light hurtling toward foes.
Ultima	Anytime	□	—	3.5	Trigger an explosion at the target's position. Ultima must be drawn before being used.

EX SKILL

NAME	STATE	COMMAND	RECAST TIME	RANGE	CAPSULE DESCRIPTION
Draw & Junction	Anytime	△	45 seconds	Draw Five: 0.0 to 1.5 Draw Three: 1.5 to 3.5 Draw One: 3.5+	Enhance your attack, defense, or movement speed, depending on your target's character type.

GUNBLADE CRITICAL HITS

Squall's gunblade combos can produce critical hits on subsequent (and never the first) attacks, dealing significantly more damage and improving your overall combat effectiveness. While it's a highly skill-intensive mechanic to master, there's no reason not to at least try to time your inputs with Squall. There's no downside or punishment for doing so, since your normal attacks still result in some damage, just much less (significantly so when compared to another character's attacks of the same type). For reference, a full Solid Barrel combo (neutral ●) deals 368 Bravery damage without critical hits, but deals 596 Bravery damage if all hits are successfully timed, almost doubling its total damage. Most attacks of the same type from other assassins in *DISSIDIA* deal around 450 Bravery damage total.

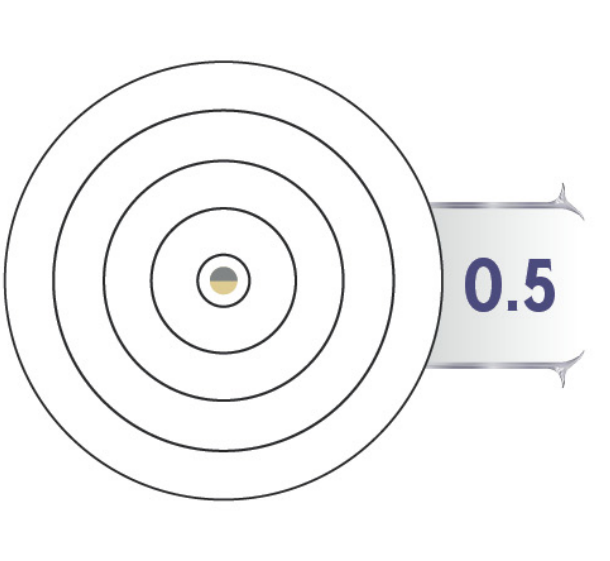
Successfully inputting a critical hit produces a visual gunblade explosion. Specifically, the input window is precisely when your blade makes contact with the enemy. For instance, the wait time between the first and second hits of Solid Barrel is much less than the time between the second and third hits. For Uppercut Blues (⬆ + ●), the timing is much longer between the first and second ● inputs, since you have to wait for Squall to dash in.

Rhythm is the name of the game, so mastering each Bravery combo's timing pattern is key to optimizing your damage potential.

BRAVERY ATTACK BREAKDOWN

SOLID BARREL

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ● > ● > ● > ●	64, 48, 48, 32x2+ 144 64, 84, 84, 56x2+ 252 (368~596)	Damage boosted with perfectly timed inputs.



Squall performs an incredibly quick slash, transitioning into potential critical gunblade blasts that send the enemy past mid-range.

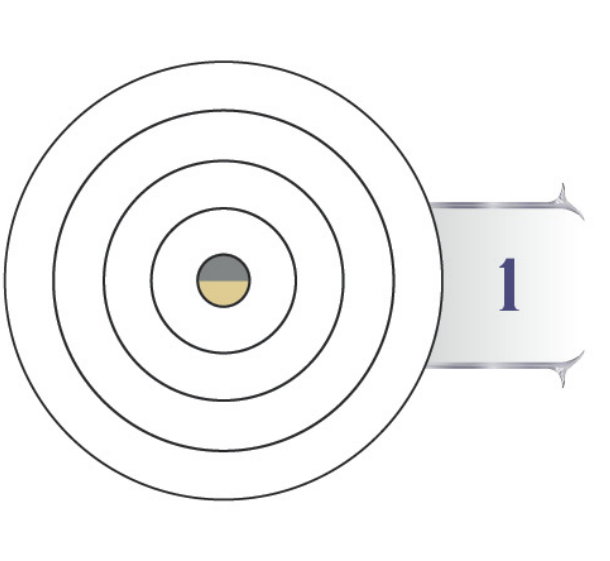
Solid Barrel is a swift close-range attack. While both of Squall's neutral ● attacks (Solid Barrel and Gnashing Fang) are difficult to use on their own, they can be employed as follow-up cancels to his mid-range ⬇ + ● attacks (Lightning Shot and Devastating Slug).

Otherwise, you're most likely to use Solid Barrel naturally after a successful wall-pin attack—off of a well-placed dashing ● (Keen Edge) on a cornered opponent, for instance.

Much of your damage output relies on your neutral ● attacks, so executing the gunblade "just frame" critical attacks is crucial. Additionally, as with most attacks that have three or more ● inputs, you can opt to stop the combo after the second or third hit (before the knockback finisher) to give your teammates an opportunity to follow up with attacks of their own.

UPPERCUT BLUES

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ⬆ + ● > ● > ● > ●	64, 80, 48, 128 64, 140, 84, 224 (320~512)	Damage boosted with perfectly timed inputs.



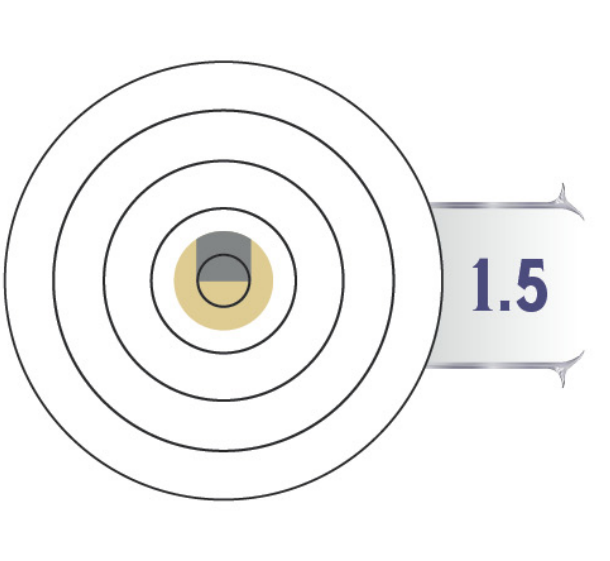
Squall lunges forward with three rising uppercuts, followed by an overhead slash finisher to send the foe to mid-range.

This is your close- to mid-range attack. While it doesn't deal as much damage as Solid Barrel, it has a sizable range advantage. Additionally, it leaves you airborne after combo completion, allowing for an air-to-ground dash cancel follow-up.

Like grounded and airborne neutral ●, Uppercut Blues can be used to cancel Lightning Shot and Devastating Slug (⬇ + ● attacks), although your neutral ● attacks are usually preferable for these cancel combos since they deal more damage.

LIGHTNING SHOT

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ⬇ + ●	20x1~6	On hit, cancelable with neutral ● and ⬆ + ● combos.



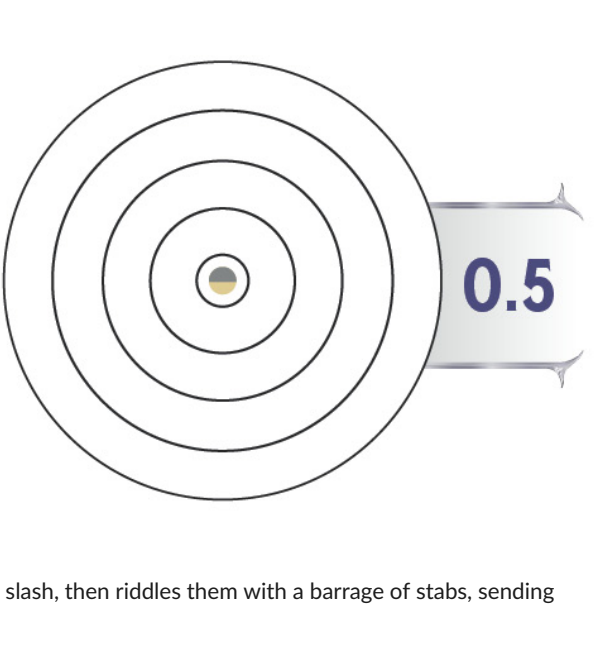
Squall summons a shockwave of successive lightning strikes that start from mid-range at his target, pulling them toward him, priming them for a follow-up Solid Barrel or Uppercut Blues combo.

Lightning Shot is a shockwave-type attack with some verticality. Although it doesn't track toward airborne enemies, it can hit and pull in foes from around jump height. Additionally, Lightning Shot can be used to negate enemy projectiles.

Its main strengths are its reach and damage potential. On hit, you can cancel the attack with either Solid Barrel or Uppercut Blues, inflicting massive damage, especially if you critically hit with them. A full Lightning Shot into a full Solid Barrel critical combo does nearly 700 points of Bravery damage!

GNASHING FANG

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ● > ● > ● > ●	64, 32, 48, 16x6, 128 64, 56, 84, 28x6, 224 (368~596)	Damage boosted with perfectly timed inputs.



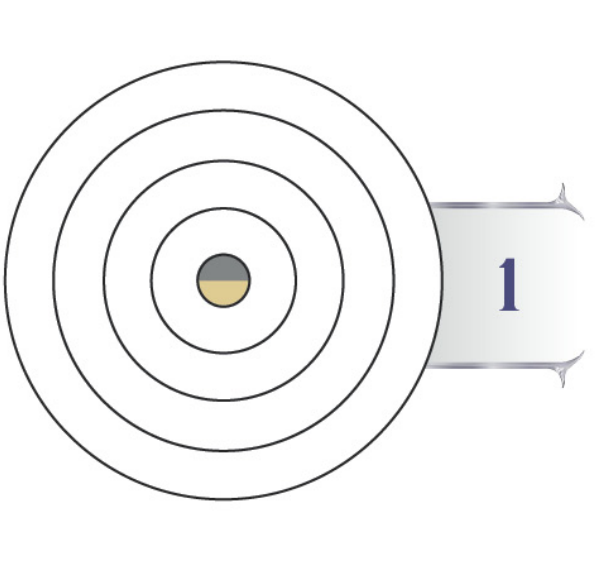
While in the air, Squall picks up the enemy with a double uppercut slash, then riddles them with a barrage of stabs, sending them to mid-range.

Although Gnashing Fang shares several traits with Solid Barrel in terms of speed and range, it differs in its post-combo positioning. Whereas Solid Barrel knocks foes straight ahead, Gnashing Fang switches Squall's and his target's positions. This can lead to implications in positioning and your decision-making. For example, against a cornered opponent, if you connect with ⬇ + ● (Devastating Slug), you might opt to use airborne ⬆ + ● (Savage Claw) instead of Gnashing Fang in order to keep the enemy cornered, whereas Gnashing Fang would swap your positions, giving the enemy a chance to escape.

A scenario in which you might prefer this position-switching property is if you're peeling an enemy off of your marksman, to give your marksman a position advantage. You can use Gnashing Fang to throw the attacker to the opposite end of the area, away from your marksman.

SAVAGE CLAW

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ⬆ + ● > ● > ● > ●	64, 80, 48, 128 64, 140, 84, 224 (320~512)	Damage boosted with perfectly timed inputs.



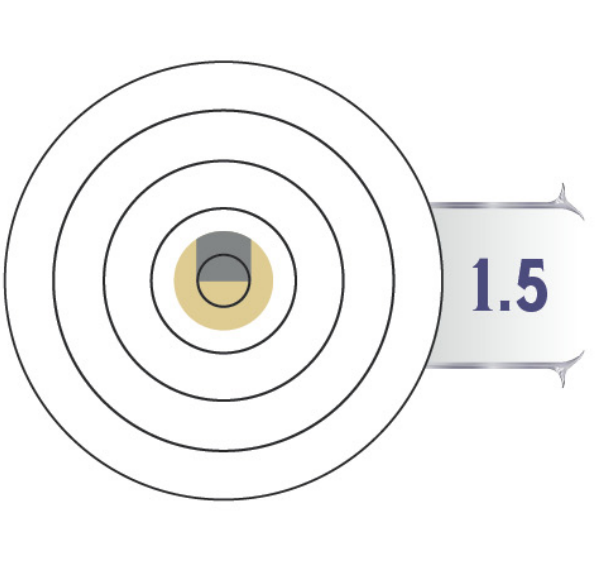
Squall advances toward his foe from the air with a powerful overhead slash, then continues the sequence with two vertical slashes, ending with a sweeping attack that blasts the enemy past mid-range.

Savage Claw is a four-hit lunge combo, identical to Uppercut Blues in terms of damage, range, and positioning. Like Uppercut Blues, Savage Claw is best used as an attack to quickly engage close-range enemies. Its vertical tracking leaves much to be desired, so make sure you're at an even level with your target before committing.

As a Devastating Slug cancel follow-up, Savage Claw may be preferable over Gnashing Fang for positioning purposes.

DEVASTATING SLUG

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ⬇ + ●	80	On hit, cancelable with neutral ● and ⬆ + ● combos.



Squall swoops in with a far-reaching dive, plunging his gunblade into the enemy, leaving them stunned and vulnerable to a follow-up attack.

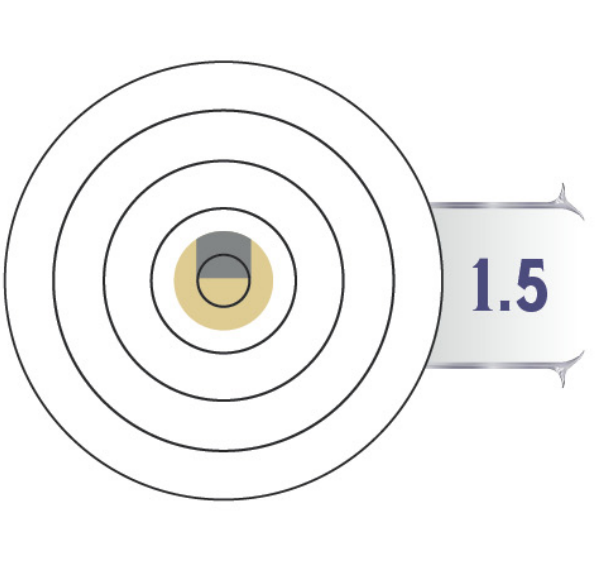
Devastating Slug is one of your most powerful tools. Its properties in terms of range, vertical tracking, and damage potential are unmatched compared to your other melee options.

Unlike Savage Claw, Devastating Slug tracks foes above and below you adequately. At double-jump height, Devastating Slug can hit enemies at ground level, giving you a strong effective range against marksmen who prefer to play from the grounded state.

Like Lightning Shot, you can cancel Devastating Slug into neutral ● and ⬆ + ● for a high-damage combo, especially if you pull off your gunblade critical hits. One of the most damaging combos you can perform is Devastating Slug into a full critical-hit Gnashing Fang, but it's also one of the most difficult to execute properly.

KEEN EDGE

COMMAND	BRAVERY DAMAGE	NOTE
Dashing (Grounded & Airborne) ●	208, 240	Cannot be dash canceled.



While dashing, Squall performs a double spinning slash at his target, inflicting heavy damage and knocking them past mid-range.

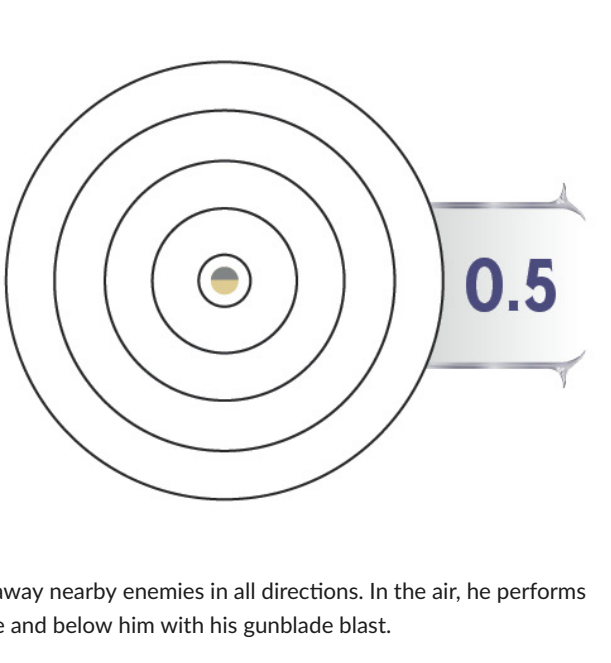
Keen Edge is naturally your primary chase-down tool for catching fleeing foes. Like Devastating Slug, it tracks vertically, giving you excellent reach. Although both attacks fill the same role, Keen Edge has a slight advantage in start-up speed and transitions smoothly from dashing, while Devastating Slug can potentially deal more damage. Another plus is that Keen Edge deals consistent damage without the critical-hit timing requirement, comparable to the dashing attacks of other assassins.

However, Keen Edge is one of the few dashing melee attacks that cannot be dash canceled, so you have to modify your wall-pin combos. For instance, you can Keen Edge an opponent into a wall, then evasion cancel, followed by Devastating Slug into Gnashing Fang.

HP ATTACK BREAKDOWN

FATED CIRCLE

COMMAND	BRAVERY DAMAGE	NOTE
□	—	While grounded, performs a horizontal area-of-effect attack; while airborne, a vertical attack. Draws in nearby enemies. Draw-in range: 1.



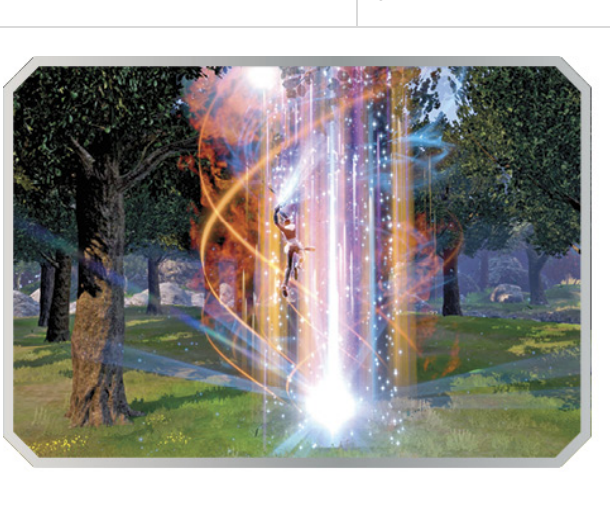
While grounded, Squall swings his gunblade around him, blasting away nearby enemies in all directions. In the air, he performs a similar maneuver perpendicular to the ground, nailing foes above and below him with his gunblade blast.

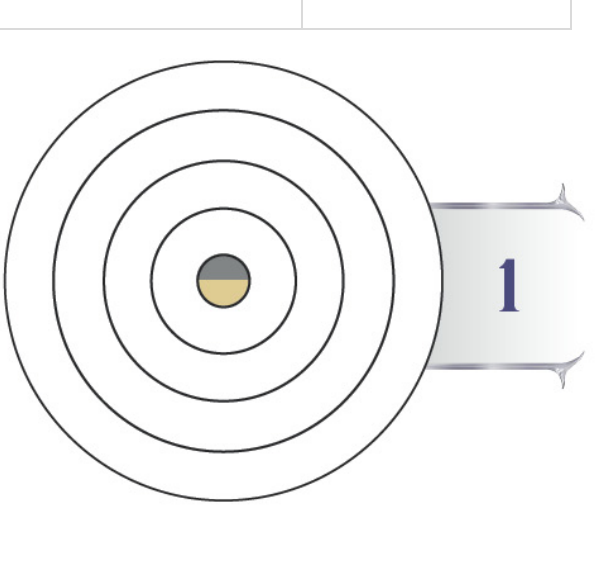
There are two versions of this HP Attack: one while grounded and one while airborne. This provides flexibility in its function, as the grounded version is used for defense, the airborne for offense. The grounded version hits the area around Squall in a 360-degree angle on the horizontal plane, while the airborne version hits all around him on the vertical plane.

Both attacks have a draw-in effect, pulling nearby foes into the blast radius. The aerial version is ideal for offense, as its vertical area of effect makes it viable as an air-to-ground attack. The grounded version is useful for fending off close-range aggressors.

ROUGH DIVIDE

COMMAND	BRAVERY DAMAGE	NOTE
□	64	—





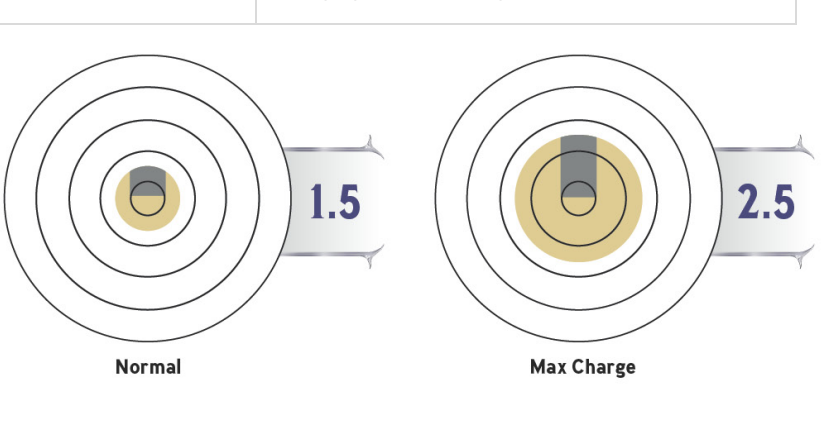
Squall dashes forward, then leaps high into the sky with a brilliant pillar of light bursting from the ground, destroying all enemies in its path.

Rough Divide fills a particular niche as a strict anti-air attack. What it lacks in horizontal range, it makes up for in superior verticality. This HP Attack isn't the easiest to make use of efficiently due to its limited horizontal range and relatively long start-up time, but it's exceptionally effective for catching vertically mobile targets like Tidus.

As Squall jumps high into the air with this attack, you can use it to reach higher altitudes than you normally could since you can execute it while airborne. For example, try a sequence of double-jump, then Rough Divide, then evasion cancel into a dash cancel. This gives you a better bird's-eye view of the battleground and can potentially set up a stronger attack angle for you. You can repeatedly use this technique to climb to essentially any height as long as you have dash gauge available.

BLASTING ZONE

COMMAND	BRAVERY DAMAGE	NOTE
□ (chargeable)	—	Charging increases range.



Normal

Max Charge

Squall forms a massive blade of energy and slams it down at his target, causing destruction to all foes in its path.

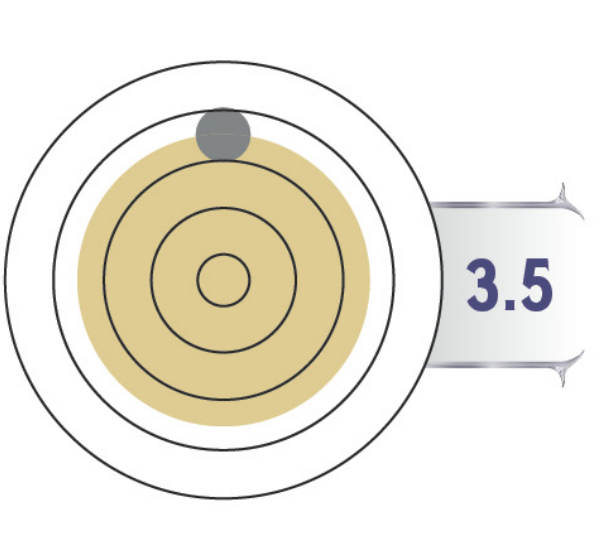
Blasting Zone is a ranged HP Attack that covers a large linear area in front of you. Although it has a slightly lengthy start time, the blade upon release comes down quickly.

Additionally, it has an excellent vertical-tracking property, giving you access to a mid-range unguardable attack that hits enemies above and below you.

Its main drawback is in its cast time. Squall takes a few seconds to prepare the swing, so it's vulnerable to enemy aggression. However, it's incredibly powerful in situations where you're not being targeted. If you can get the jump on a foe, you can deal HP damage from a significantly long range.

ULTIMA

COMMAND	BRAVERY DAMAGE	NOTE
□	—	First use activates a Draw buff, with duration depending on distance. Use again while under Draw buff effect to cast Ultima.



Squall casts the Draw ability, giving him a temporary buff. For the duration of this buff, he can can cast the iconic spell, Ultima, directly on his foe, triggering a magnificent explosion that destroys all enemies in range.

Before you can cast Ultima, you have to gain the Draw effect (Draw is cast the first time you press the HP Attack button). While this buff is active, □ casts Ultima on your target.

Ultima is a long-range area-of-effect attack that covers an enormous zone around your target, with the potential to eliminate an entire enemy team. It's best used against groups of unsuspecting foes. However, its drawback is explicitly clear, as it requires you to first take up valuable time casting the Draw ability. This presents a different type of playstyle, turning Squall from a one-man-army capable of lengthy combos with HP Attack finishers into more of a support caster that must sit back and wait for the perfect timing to land Ultima. Ultima is difficult to get away with against mindful opponents, as the enemy vanguard is likely to focus on you. But if you can pull off a well-placed Ultima, you can easily turn the tides of an otherwise lost match with a multi-kill from a single cast.

Ultima's Draw ability functions similar to Draw & Junction, with its duration lasting longer the closer you are to the target. At a maximum of 1.5 range, this buff lasts for 20 seconds. At max 3.5 range, it lasts for 12 seconds, and at any range beyond that, Draw lasts for 5 seconds.

Note that the pop-up text has no bearing on the number of casts you get—you can cast Ultima as many times as the Draw buff duration allows, even if the text says "Drew 1 Ultima."

The primary advantage to Ultima is that it is Squall's only ranged attack in his entire toolkit. It is the HP Attack of choice when facing against a team of vanguards. With an ideal Ultima Draw, you can drop massive Ultima bombs non-stop for 20 seconds, creating an unparalleled ability to zone opponents out of key engagements, such as a summoning core skirmish.

EX SKILL BREAKDOWN

DRAW & JUNCTION

COMMAND	BRAVERY DAMAGE	RECAST TIME	NOTE
△	—	45 seconds	The closer the target, the longer the Junction buff duration. Draw Five: 30 seconds.Draw Three: 20 seconds.Draw One: 10 seconds.

Squall uses the Draw ability to extract magic from his target and immediately Junctions it in order to augment his own attributes.

Squall's unique EX Skill is a special buff with several variants, depending on your target's character type (vanguard, assassin, or marksman) and the distance between you and them. With a 45-second recast time and a maximum buff duration of 30 seconds, you can keep this buff on for over half the total match time as long as you're diligent in casting it within range.

DRAW & JUNCTION BUFFS

VANGUARDS — JUNC. TO HP	ASSASSINS — JUNC. TO SPEED	MARKSMEN — JUNC. TO STR	SPECIALISTS — RANDOM
Draw Arise: +15 HP restored per second.	**Draw Triple: +10% movement speed.**	**Draw Meteor: +15 Bravery generated per second.**	—
Warrior of Light	Kain	Emperor	Onion Knight
Garland	Squall Leonhart	Golbez	Bartz Klauser
Firion	Zidane Tribal	Terra Branford	Exdeath
Cloud of Darkness	Kuja	Kefka Palazzo	Vaan
Cecil Harvey	Tidus	Ultimecia	—
Cloud Strife	Jecht	Shantotto	—
Sephiroth	Lightning	Y'shtola	—
—	Noctis Lucis Caelum	Ramza Beoulve	—
—	—	Ace	—
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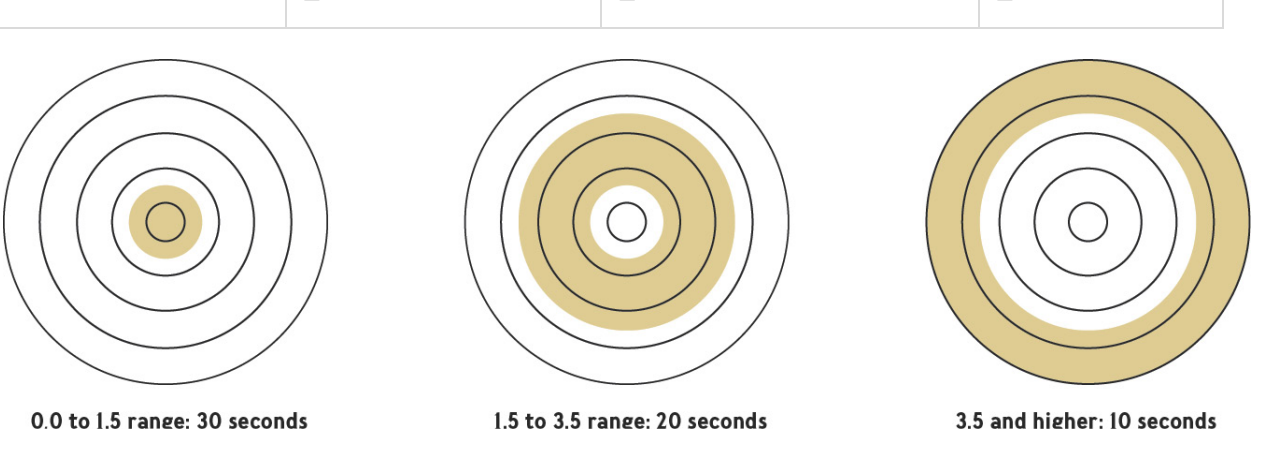
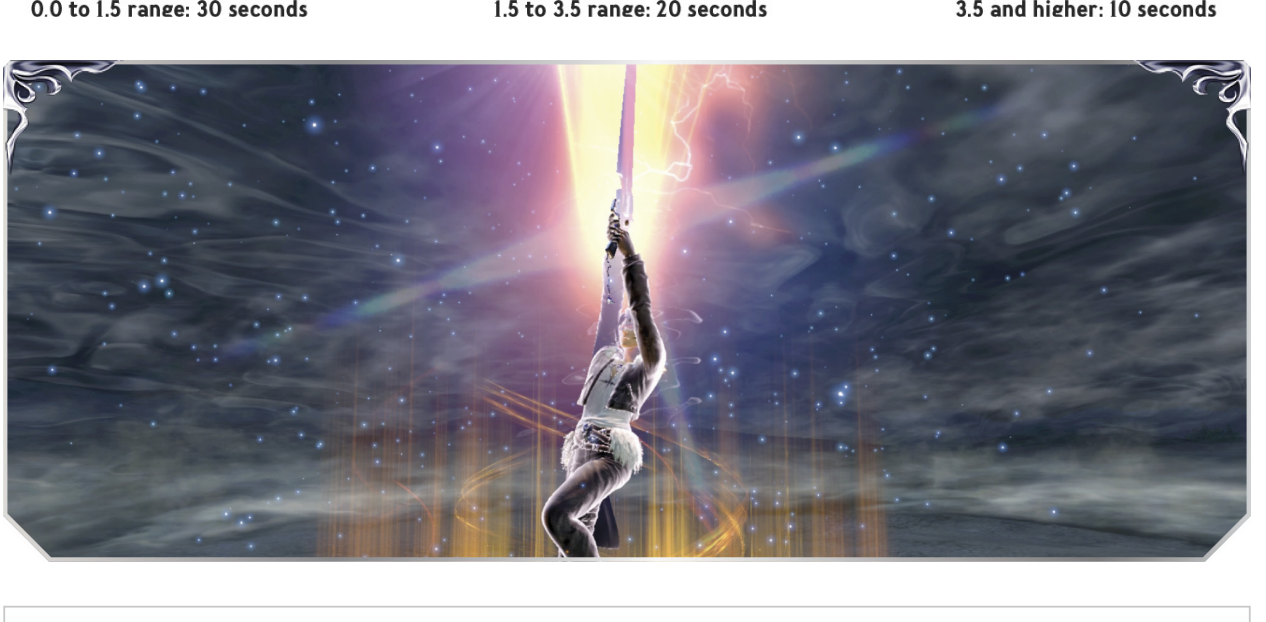


0.0 to 1.5 range: 30 seconds

1.5 to 3.5 range: 20 seconds

3.5 and higher: 10 seconds



BATTLE PLAN

As an assassin, you're tasked with using your superior mobility and speed to take down enemy damage dealers, particularly the marksmen.

While he's classified as an assassin, Squall's damage potential and far-reaching lunge attacks put him on par with a vanguard. He's essentially a vanguard/assassin hybrid, with the best of both worlds in terms of reach and speed, although his damage output highly depends on consistently executing critical gunblade hits. Additionally, his attacks have long hit-stun animations, giving your allies ample time to follow up with their own Bravery and HP combos on your stunned victim.

Squall lacks a true projectile attack, so his effectiveness from long range is limited compared to vanguards and assassins who have far-reaching projectiles that allow them to cover their advances. However, Squall's close- and mid-range game makes up for this weakness. Grounded ⬇ + ● (Lightning Shot), airborne ⬇ + ● (Devastating Slug), dashing ● (Keen Edge), and Blasting Zone are all amazing mid-range attacks, so your battle plan with Squall should be focused around getting into this range to apply pressure on your opponents.

While your team is playing from a distance, you should aim to get into a flanking position to isolate and threaten opposing marksmen and assassins. Work with your marksman and look to follow up on their ranged attacks with your own combos. One of the most effective ways to dish out damage is by following up on your teammates' ranged attacks and vice versa. When your marksman attacks, use the opportunity to dash in with Keen Edge or Devastating Slug.

Squall's HP Attacks all vary widely in properties and can drastically change the way you approach enemies. For flexibility, Fated Circle is an excellent choice since it comes with two separate attacks: a grounded version and an airborne version. Fated Circle is fast enough to use as a follow-up to a wall pin. Additionally, you can use it to punish foes putting up their guard barrier as you approach. Blasting Zone makes your mid-range game even better, with respectable reach, speed, and vertical tracking. Use Blasting Zone for a more hit-and-run type of assassin play, as it gives you an unguardable threat without the need to commit into melee range. Rough Divide adds a mobility option to your arsenal, thanks to its built-in jump property. With Rough Divide, you can knock enemies high above you out of the air, or you can use it on its own simply to gain altitude. Finally, Ultima is an all-or-nothing long-range HP Attack. If you opt to pick Ultima, you're banking on enemies giving you enough breathing room to cast its required Draw ability. But if you can get away with it, you can deal massive HP damage over a large area.

Squall's unique EX Skill, Draw & Junction, can be used at any range and on any opponent to boost your own attributes. Maximize its effect by closing in on your target before casting it. The most attractive buff is likely to be damage increase. If you can pull off a close-range Draw & Junction on a marksman, you gain a significant damage boost for a whopping 30 seconds. Since its recast time is only 45 seconds, you can potentially keep this buff on for a majority of the match, although you have to make the difficult decision of using up valuable time within range.

Squall is a damage-dealing assassin whose strengths lie primarily in his lunge attacks and team combo setup potential. His critical-hit mechanic heavily rewards skillful players. Mastering the various "just frame" timings is crucial for optimizing your damage output. Devastating Slug canceled into critical Gnashing Fang/Savage Claw attacks are particularly important combos to learn.

GALLERY

APPEARANCE

Balamb Mercenary

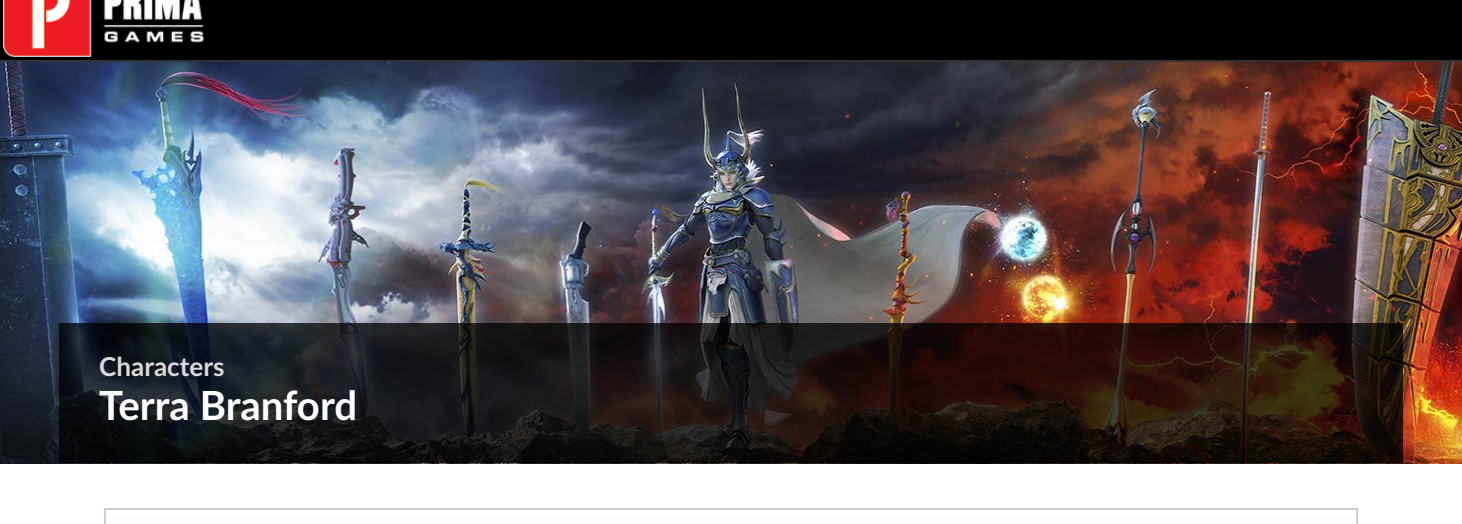
SeeD Uniform

WEAPONS

Revolver

Cutting Trigger

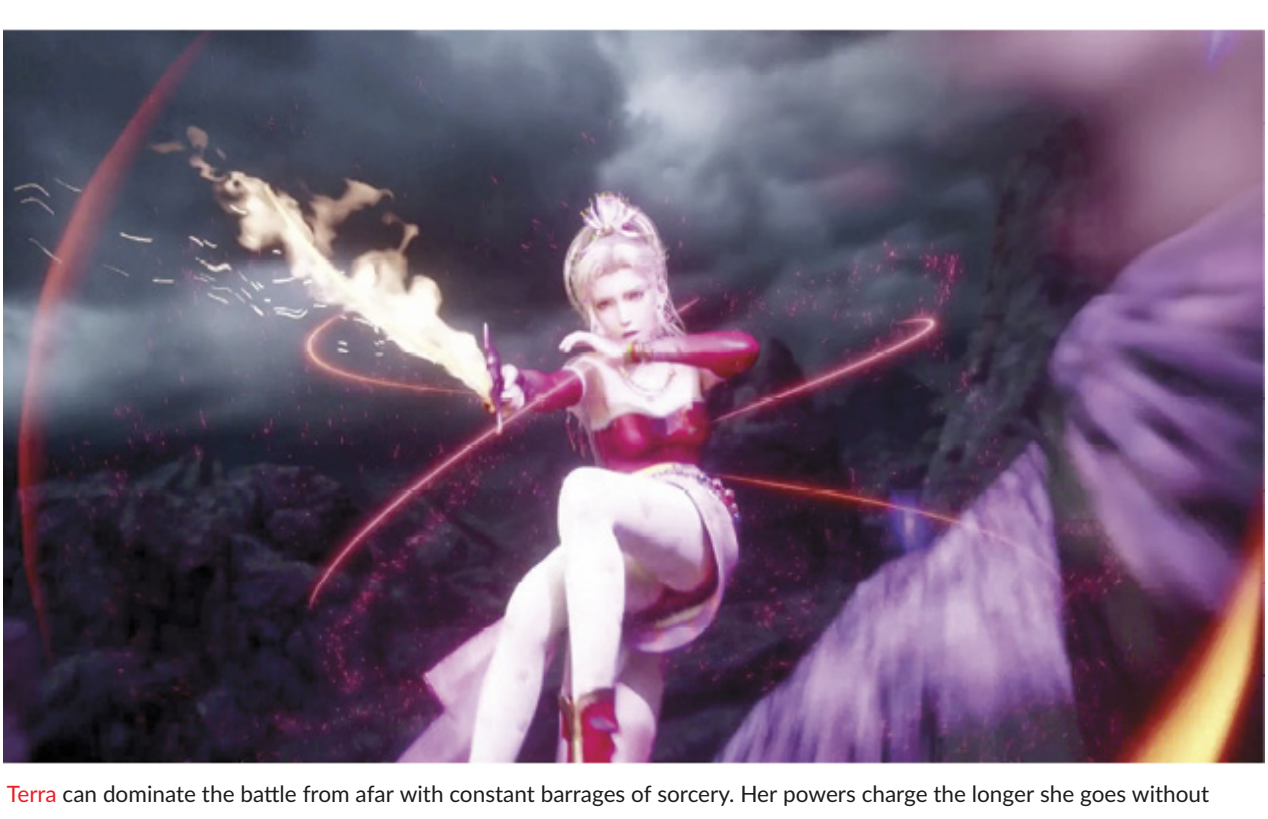
Twin Lance



Characters

Terra Branford

MARKSMAN

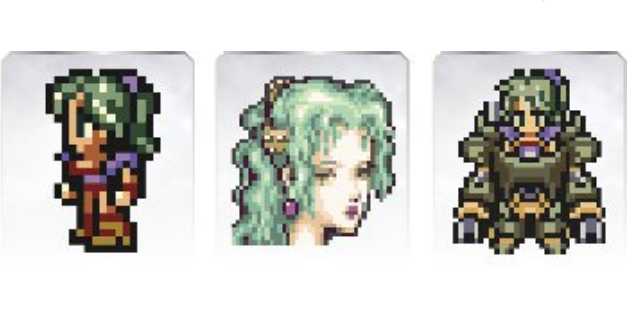


Terra can dominate the battle from afar with constant barrages of sorcery. Her powers charge the longer she goes without attacking, however, thus giving her access to an even more formidable occult arsenal. Use both strategies wisely.

Original Appearance: *FINAL FANTASY VI*

Year: 1994

Role: Terra is one of the strongest mages in the *FINAL FANTASY* canon, attributable to her half-esper lineage and her cruel upbringing as a kidnapped biological weapon for the Gestahlian Empire. She would be freed from Gestahl control by her communion with espers and come to oppose the evil empire as a member of the rebel group, the Returners.



Other Noteworthy Appearances: *DISSIDIA FINAL FANTASY* (2009), *DISSIDIA 012 FINAL FANTASY* (2011), *WORLD OF FINAL FANTASY* (2016)

ARSENAL

BRAVERY ATTACKS

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Fira	Grounded	● > ● > ● > ● > ● > ● > ●	59x1~7 (59~413)	3.5	Cast a flurry of fireballs at your opponent.
Fira (Charged)	Grounded (Charged)	●	440	4	Summon pillars of flame that pursue your foe.
Blizzara	Grounded	↑ + ● > ● > ● > ●	104x1~4 (104~416)	4	Fling a score of fast-moving ice shards at your foe.
Blizzara (Charged)	Grounded (Charged)	↑ + ●	89x5 (445)	4	Materialize several balls of ice in front of you.
Tornado	Grounded	↓ + ●	416	0.5	Summons two stationary tornados in front of you.
Tornado (Charged)	Grounded (Charged)	↓ + ●	440	2	Conjure a monstrous tornado that moves forward slowly.
Holy	Airborne	● > ● > ● > ● > ●	83x5 (83~415)	4	Pelt your opponent with a flurry of magic projectiles that pursue them.
Holy (Charged)	Airborne (Charged)	●	92x5 (460)	4	Simultaneously generate immense orbs of magic that pursue your opponent.
Thundara	Airborne	↑ + ● > ● > ●	134x3 (134~402)	1.5	Unleash a rain of bolts that pierce your foes.
Thundara (Charged)	Airborne (Charged)	↑ + ●	432	2	Call forth a great bolt that pierces your foes.
Flare	Airborne	↓ + ● > ● > ●	139x3 (139~417)	3.5	Set loose a series of explosions at your enemy's position.
Flare (Charged)	Airborne (Charged)	↓ + ●	464	4	Conjure a magic orb that draws in any nearby enemies before exploding violently.
Graviga	Dashing	●	144x3 (432)	2.5	Sling a magic orb that explodes on hit or after traversing a certain distance.
Graviga (Charged)	Dashing (Charged)	●	116x4 (464)	2.5	Sling a larger magic orb that explodes on hit or after traversing a certain distance.

HP ATTACKS

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Meltdown	Anytime	■	–	2.5/5	Fire a flaming orb straight ahead.
Meteor	Anytime	■	–	3.5	Meteors descend upon foes from afar.
Riot Blade	Anytime	■	64x1~9 (64~576)	1.5	Block Bravery Attacks and counter with a shockwave that's more potent at lower HP levels.
Chaotic Current	Anytime	■	–	0.5	Move while charging and then damage nearby foes. Trance gauge fills faster after landing HP Attacks, but effect duration reduced.

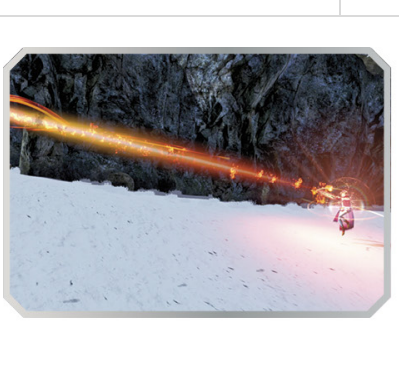
EX SKILL

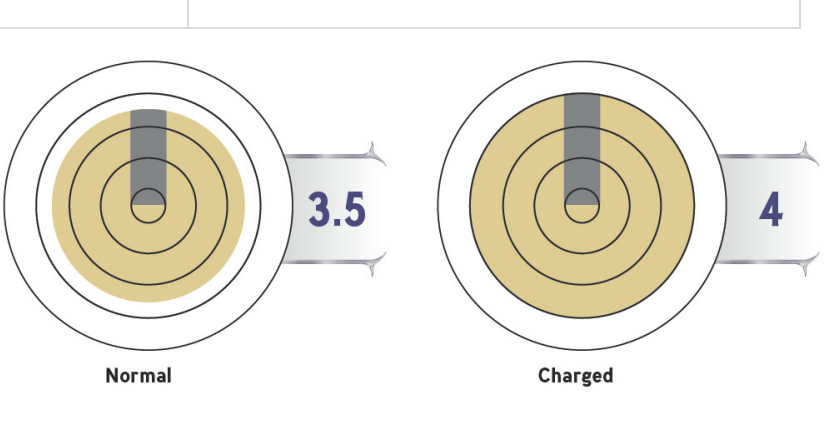
NAME	STATE	COMMAND	RECAST TIME	RANGE	CAPSULE DESCRIPTION
Trance	Anytime	△	–	–	Reveal Terra's esper form, boosting speed, attack, defense, and charge time.

BRAVERY ATTACK BREAKDOWN

FIRA

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ● > ● > ● > ● > ● > ● > ●	59x1~7 (59~413)	Can move while casting. Only final fireball knocks down.
Charged: Grounded ●	440	–





Whether all at once or little by little, Terra generates and then discharges a fiery conflagration.

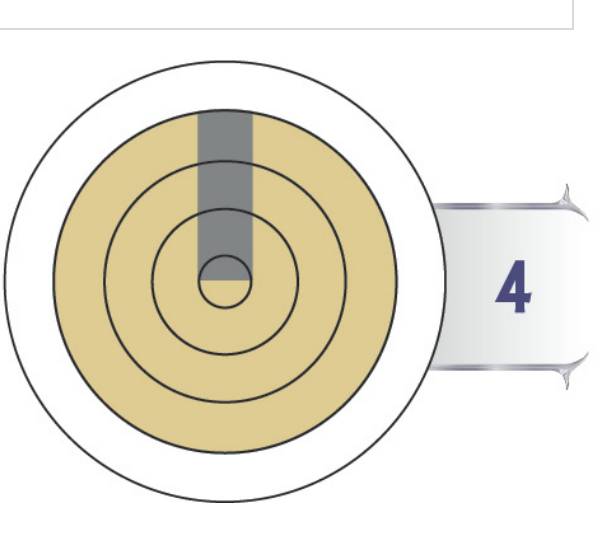
Uncharged, Terra can shoot up to seven small fireballs in a row at the target, channeling them through the tip of her sword. (You can change targets while shooting fireballs, but Terra doesn't redirect her attention till the attack ends.) Individually, each is weak and easily negated by any of the opposing team's projectiles. They also lack tracking capabilities. What's great about Fira fireballs, though, is that if the enemy doesn't guard or dodge, a full burst of seven fireballs will keep the opponent staggering for a long time—plenty of time for an ally to start their own free combo. A full Fira burst knocks the enemy off their feet a bit, but nothing like a melee combo.

The most interesting thing about uncharged Fira bursts is that Terra can launch them while continuing to glide around! Immediately after casting some type of charged spell on the ground, Terra can start shooting Fira fireballs to back up her original spell, while also repositioning as she pleases. Drop charged Blizzara with ↑ + ●, evasion cancel the recovery, then backpedal or move laterally while shooting Fira fireballs, doing a great impression of a bullet-hell jet; unleash a charged Tornado, evasion cancel backward, then start shooting Fira while gliding forward, behind the cover of the roaring, suctioning vortex!

Charged, Terra pirouettes with the sword and then sparks it off the ground, kicking up a series of 11 fire pillars that explode up from the earth in a path toward the target. Charged Fira has excellent range and speed, and decent tracking ability. It gives Terra plenty of fast frontal ground control, while letting her clip the feet of enemies trying to jump or fly over the flaming pillars—the attack isn't stuck to the ground, and can climb to track rising prey. Charged Fira is like many shockwave-style HP Attacks, but longer-range than most. (And, of course, it's not an HP Attack.)

BLIZZARA

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ↑ + ● > ● > ● > ●	104x1~4 (104~416)	Can move while casting. Only final ice shard knocks down.
Charged: Grounded ↑ + ●	89x5 (445)	–



Terra shapes hard ice into spears, then speeds them magically toward the target.

Uncharged, Terra begins gliding and generating hefty ice spears. Like with uncharged Fira, she can keep moving while firing multiple magic projectiles. After each spear is generated, it hovers slowly for about three seconds before rocketing toward the target. The spears are threats as soon as they're generated, so they can serve as a kind of physical shield against flanking aggressors if Terra stays near them while avoiding incoming enemies.

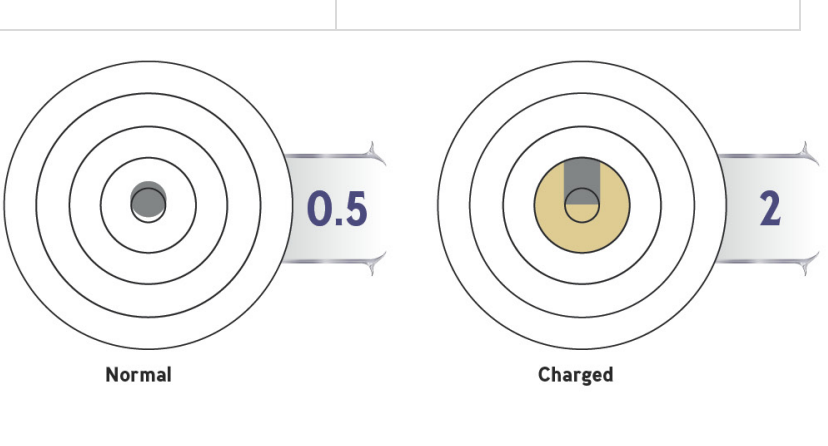
Once in flight, Blizzara ice missiles are fast, with decent tracking. Starting up another round of uncharged Blizzara missiles while the previous batch is in flight *does not* make the initial projectiles disappear, unlike many such attacks. So if you want to go with a slow-burn of constant uncharged Blizzara fusillades, there's nothing stopping you (except irritated enemy assassins, eventually, probably).

During **charged** Blizzara, Terra lays out a quintet of smaller ice balls in the air before her, in a pentagon. After about three seconds, they speed away toward the target, one right after another. Although they're smaller than the uncharged ice missiles, they knock down foes with glancing hits, even if all the spheres don't connect. They also have good tracking and speed, like most of Terra's magic.

Because Terra stops moving and sets down the spheres all at once, this isn't the physical deterrent uncharged Blizzara can be, since she can't glide away from an encroaching enemy, laying ice blocks behind her. Charged Blizzara is great to set on a perimeter, though, creating a delayed and far-reaching projectile emissary you can fire and forget, evasion canceling from the recovery either to use an uncharged spell to back it up, or to maneuver to a new foothold while waiting for Terra to replenish a charged spell.

TORNADO

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ↓ + ●	416	Can move while casting.
Charged: Grounded ↓ + ●	440	Draw-in radius: 1.



Twirling as she charges up and releases the aerodynamic energy, Terra conjures up a giant sustaining gust of dangerous wind.

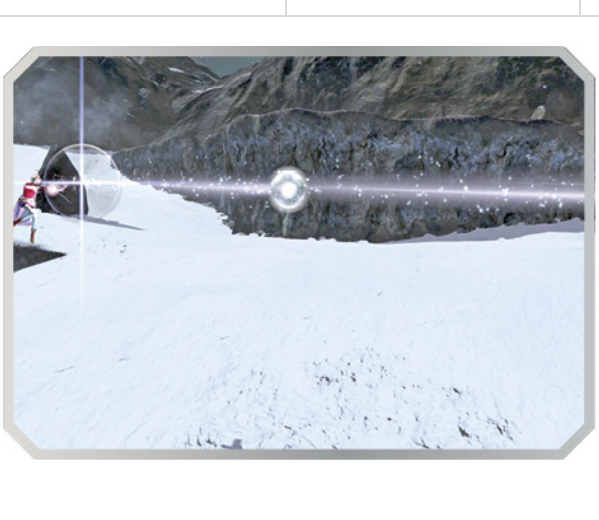
Uncharged Tornado features Terra staying in place and whipping up a huge double-vortex right in front of her. The wind eddies in place for four seconds, knocking aside anyone foolish enough to touch it. Uncharged Tornado is a great area-control attack, and one of Terra's few options for breathing room against aggressing melee enemies. When feeling backed into a corner by the enemy team, cast Tornado and dash cancel around or through it at the end, whichever way puts the most enemies on the other side of the wind wall. From here you can start shooting back immediately through your own cover with uncharged spells, or (usually better) you can use the Tornado cover to regroup behind vanguard pals.

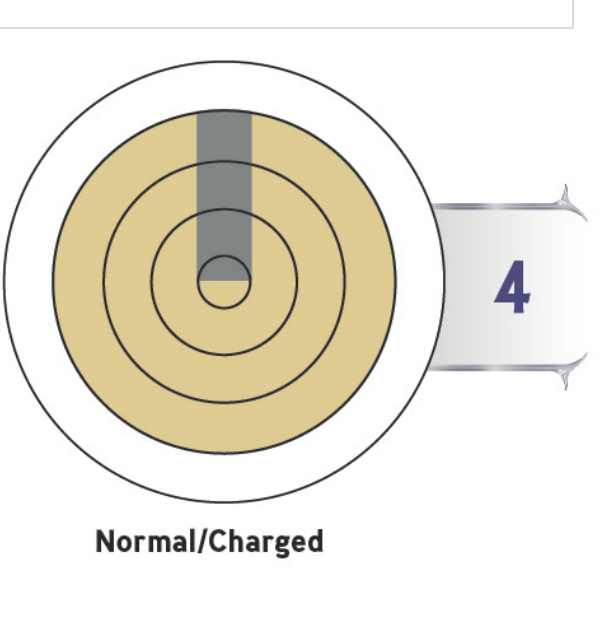
Charged Tornado sends one big vortex chugging slowly forward for six seconds. Because of its wide and long-lasting hit area, this spell is great for laying down backup fire for more aggressive teammates. The main reason for this is the incredible draw-in power: from as far away as one minimap circle, a charged Tornado will reel many characters in as fast as they can run away! If they don't dash or sidestep away from the charged Tornado, it can easily drag them in. It's especially easy for enemies to fall victim to a suction hit when they're too busy engaged with your teammates to move away from the vortexes prudently. Teammates who see this coming can help coax or push them into the vortex, where your team can get a combo follow-up shot if you catch them after the wind sweeps them off their feet.

Terra can have both a charged and uncharged Tornado active at the same time, but following a charged Tornado with a charged Tornado (or an uncharged Tornado with another uncharged cast) causes the first vortex to disappear. Also, vortexes do not disappear when someone runs into them. An uncharged Tornado doesn't stop being an impediment just because someone runs into it, and a charged Tornado can potentially tear through the entire enemy group, sending them all skyward, along with Terra's Bravery. A charged Tornado dragging an enemy near a wall or especially into a corner may even hit the same foe multiple times before they can flip away, depending on the angle.

HOLY

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ● > ● > ● > ● > ●	83x1~5 (83~415)	Can move while casting. Only final globe knocks down.
Charged: Airborne ●	92x5 (460)	–





Gushing with heavenly energy, Terra spins and releases Holy magical globes that zoom toward her target.

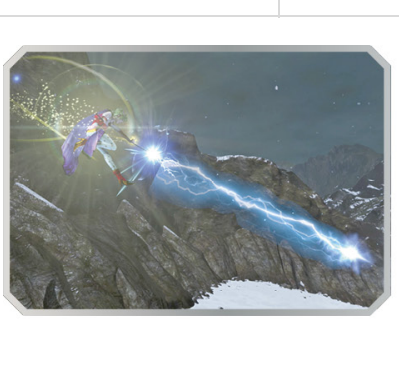
Uncharged Holy has Terra hovering in place and launching up to five Holy globes at the enemy. Like with most of her uncharged Bravery Attacks, she can still glide around while conjuring Holy projectiles here. They track her target and follow with good range, though only the final Holy sphere knocks the enemy out of control on hit. Uncharged Holy is the aerial counterpart to uncharged Fira on the ground—low-risk harassment from afar, which can pay off if an attentive assassin ally swoops in to put the HP Attack capper onto the projectile combo.

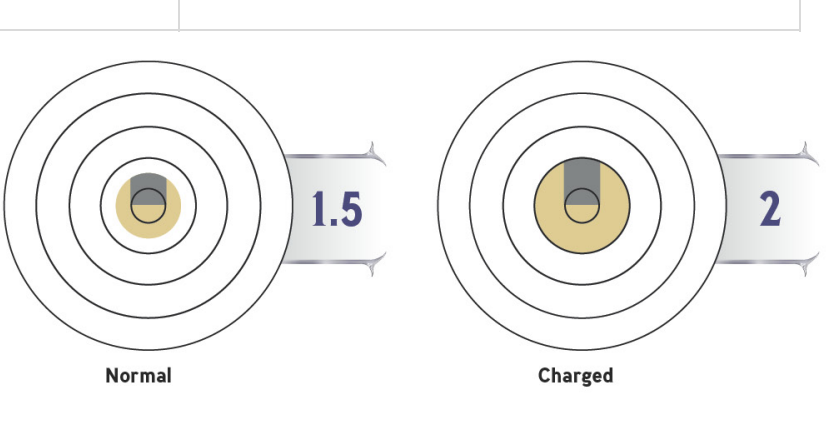
Charged Holy features Terra generating all five Holy spheres at once, in a flat arc in front of her. Like with uncharged Blizzara, the projectile quintet is a physical barrier against enemies rushing in from the front or sides while Holy surrounds Terra. (The opposition can certainly blast through this projectile barrier with bigger projectiles, especially HP Attack projectiles, but that's always a risk you take when fighting as a marksman character.) The Holy globes flit off toward the target after a split second, so they start out in kind of a fan but quickly converge. Charged Holy projectiles have higher projectile durability than with the uncharged version, so they'll plow through a wider variety of the opposing team's projectiles.

Once charged Holy is underway, it travels fast, with solid homing capability. This is a charged spell, requiring four seconds of inactivity beforehand, with an awkwardly late evasion cancel window. It therefore doesn't synergize well in a projectile rain with other spells, nor does it hold enemies for a long time to set up allies when the orbs start hitting. Charged Holy's main purpose is to overpower enemy projectiles and build up big bursts of Bravery from afar, when you have no current intention of moving in or changing position much. Charged Holy is most effective right near its max range, where all five projectiles can converge on the target. Any closer and you may score fewer hits. Farther away and you may miss completely.

THUNDARA

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ↑ + ● > ● > ●	134x1~3 (134~402)	Can move while casting. Only final bolt knocks down.
Charged: Airborne ↑ + ●	432	–





Terra gathers electric energy in her free hand, then sends it sizzling toward the enemy, ejecting them far away from her on any contact.

Uncharged Thundara is as close as Terra gets to having a melee combo. She lashes out with up to three lightning whips straight ahead, and the third lash knocks enemies away if it hits, potentially splatting them on a wall and creating another opening. Marksman characters generally do not have attacks capable of wall-pinning, so this is a significant tool for Terra, similar to some of Emperor's pinning ranged attacks.

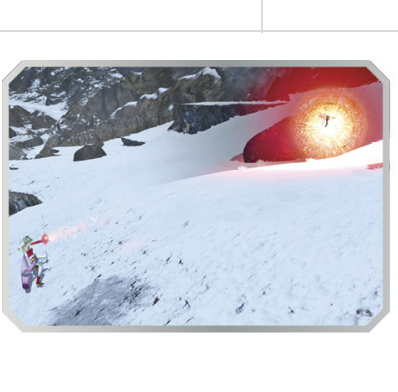
The range is short for a marksman projectile, but long for something that's almost a physical hit-check. The individual Thundara bolts don't track, but Terra herself turns to follow an enemy moving laterally around her, so even after an enemy dodges a bolt or two, there's a chance the next one will hit if they stop moving quickly enough. It can be useful to perform just two lashes and watch what happens, forgoing the third lash when missing and instead evasion/guard canceling away to take another course of action. Guard canceling to fall straight down puts Terra in position to drop uncharged Tornado, excellent local cover, before exploring other runaway options (or returning to mid-range uncharged Thundara sparring).

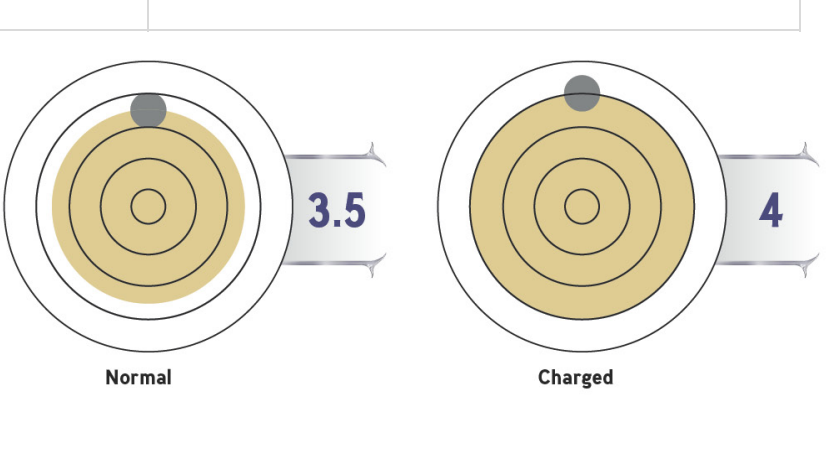
Charged Thundara is much faster and more direct—Terra hurls all three lightning bolts as a single group, so they strike as one. Charged Thundara travels a little farther and faster than uncharged Thundara, and blasts victims it hits very far away, even if they're guarding. When your goal is to smack someone far away, fast, charged Thundara is Terra's best option.

Though it's an aerial spell, you can cast "instant" charged Thundara just off the ground by tapping/releasing neutral R1 for an air-dash, then immediately doing ↑ + ●. Evasion cancel forward from this, and if charged Thundara wall-rushes the target, immediately follow up with all hits of uncharged Thundara. After evasion canceling out of low-altitude charged Thundara, you'll still be in the air enough to use the uncharged version and have it peel your target off the wall. There you go, a melee-esque combo for this half-esper magic master.

FLARE

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ↓ + ● > ● > ●	139x1~3 (139~417)	Can move while casting. Only final explosion knocks down.
Charged: Airborne ↓ + ●	464	Draw-in range: 1.





Terra's casting warps the space at a remote location, bringing it to a thermonuclear boil that achieves critical mass after a few seconds. Flare is Terra's most telegraphed but perhaps most fearsome spell.

Uncharged Flare involves Terra calling forth three consecutive explosions that damage anyone inside, though only the third one knocks people off their feet completely. The three bursts go off about one second apart, and Terra can glide around while manifesting explosions. Someone targeted and snagged by the first or second explosion will be juggled by the following ones too, if you follow through.

Charged Flare takes a second for Terra to conjure, then three seconds for the little boiling star to burst. During this three seconds, the cooking globe pulls in anyone nearby, just like charged Tornado. When the sphere goes nova, the burst begins at absurd size, bigger than any other Terra attack except charged Graviga. Anyone caught in the radius is sent tumbling out of control for a second.

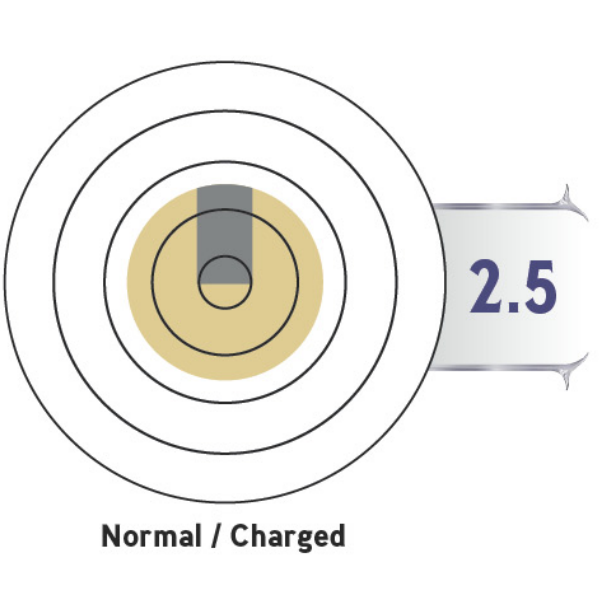
In between casting charged Flare and its detonation, Terra can evasion cancel to create potentially devastating sequences, no wall hit needed. She might be able to hit targets with other, quicker attacks just before Flare explodes—so the delayed blast causes a self-combo. From long range, charged Flare evasion canceled to uncharged Flares can result in a small Flare blast immediately kicking the victim into the big one. From closer in, drop charged Flare, then evasion cancel forward to lash out with uncharged Thundara strikes, and perhaps you'll end up catching and holding opponents till Flare ignites, a magic self-combo that can potentially score a wall hit and lead to even more chained hits. This is to say nothing of the potential of mixing in HP Attacks after casting a cooking Flare first.

The catch is that charged Flare takes about four seconds to go off and involves an obvious glowing cinder sucking in anyone nearby the whole time. It's not exactly sneaky. But this isn't a one-on-one game; if Terra drops Flares on top of enemies who are already under assault from her partners, those enemies have to deal with more than merely sidestepping away from glowing Flares. The Flare itself might not hit, but if it's a big enough distraction, it's worth it.

Charged Flare's cast-and-forget nature, front-loaded damage, and long range make it ideal for dropping on top of any summoning cores that spawn as well, with a bonus possible if any enemy melee characters are in a rush for the core and end up eating Flare.

GRAVIGA

COMMAND	BRAVERY DAMAGE	NOTE
Dashing ●	144x3 (432)	Area-of-effect damage wherever the orb is triggered.
Charged: Dashing ●	116x4 (464)	Area-of-effect damage wherever the orb is triggered.



Putting her whole body into the cast, Terra hurls an orb of dark energy straight toward the target.

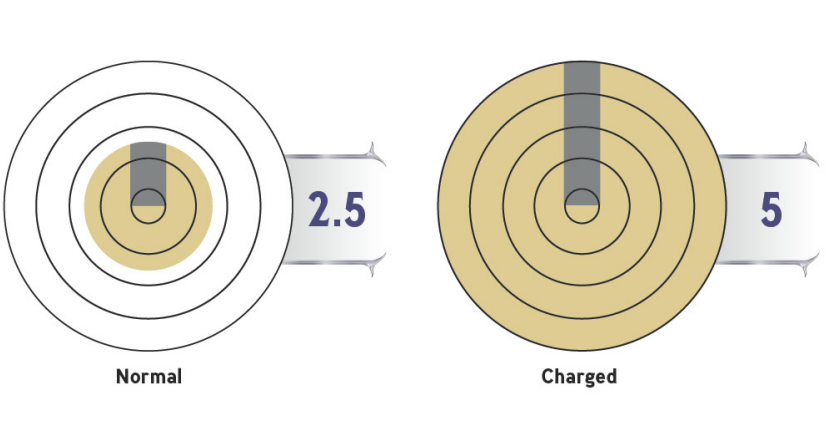
Graviga orbs travel with decent homing ability, exploding when they hit either the end of their range or their target. The explosion expands quickly, covering a big blast zone in dark damage. Enemies are held in place and bathed several times in dark damage hits before being launched up out of the dissipating sphere.

In a way, Flare is a big explosion you conjure atop the foe from thin air, and Graviga is a big explosion you hurl toward them. In fact, the two attacks have decent synergy: cast Flare, evasion cancel away, then air-dash and throw Graviga out of the dash, into Flare's orbit as it explodes.

Of Terra's Bravery spells, Graviga features the least differentiation between the charged and uncharged versions. With every other Bravery Attack, the charged and uncharged versions share a common element, but beyond that, they're pretty much different moves altogether. In contrast, charged Graviga is succinctly a bigger, badder Graviga. Charged Graviga's explosive radius is comparable to charged Flare's.

HP ATTACK BREAKDOWN

MELTDOWN

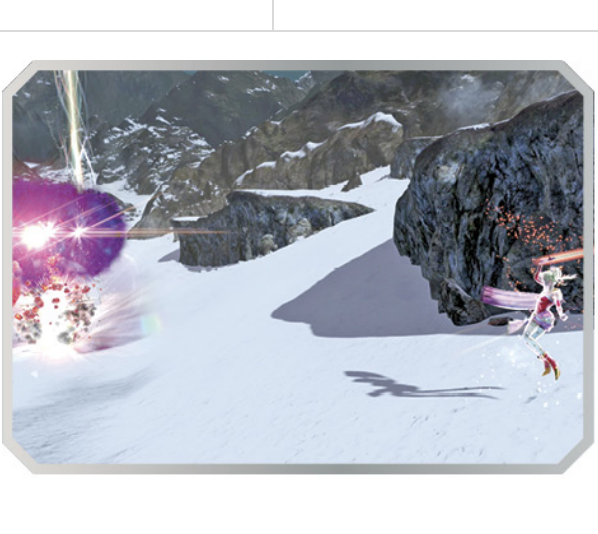


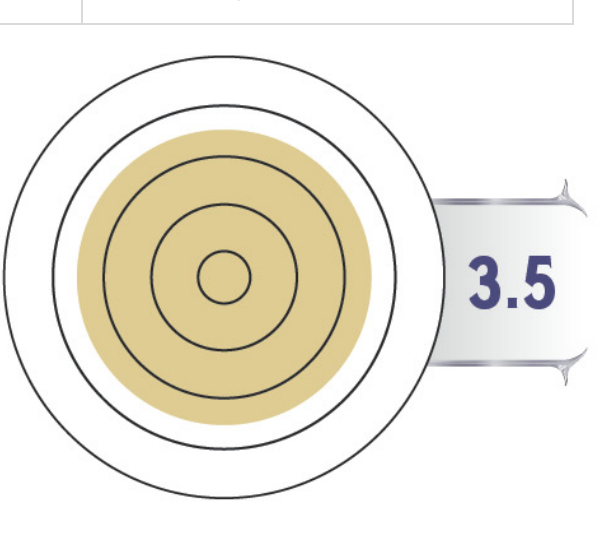
During Meltdown, Terra summons a small sun to throw at the intended victim. The dense, flaming ball rolls relentlessly toward them, dealing instant HP damage to anyone in the way. Meltdown tracks well, and the charged version has insane range—any opponent on the minimap is fair game for charged Meltdown.

This is Terra's most straightforward HP Attack. When in doubt, it's hard to go wrong with a deadly projectile that has max-range potential.

METEOR

COMMAND	BRAVERY DAMAGE	NOTE
■	–	Requires charge.



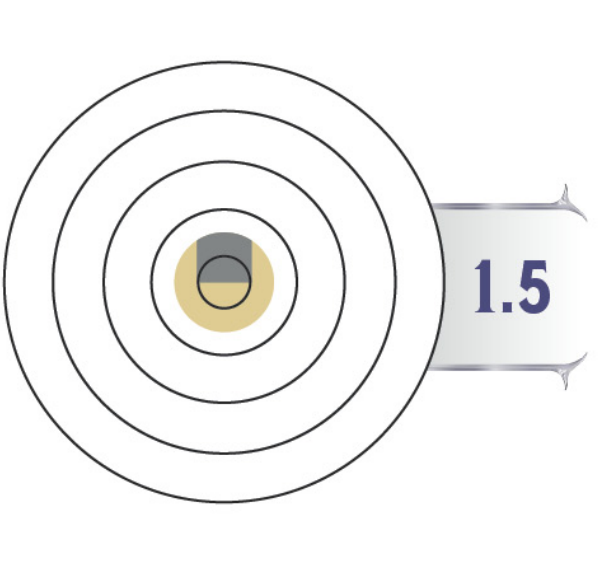


Unlike other attacks, Meteor doesn't *improve* with charge; it *requires* a charge. Attempt this cast too soon after getting hit or using another move, and Terra's cast will fail. When charge is built up, with a hand raised at the sky and a twirl, Terra calls down a rocky rain from above. A portal opens above the target (or as close as possible if they're out of range) and dumps 10 meteorites down one after another. Meteor's deadly hail lasts about a second and a half.

In effect, it's like a continuously exploding Flare. Meteor doesn't give too much warning before the pain descends, just a violet crackling of the sky where the rocks emerge. Someone paying attention can probably sidestep or dash away in time, but someone busy with anything else probably gets clipped. The long duration of rocks falling also allows for enemies preoccupied with Terra's teammates to accidentally wander into the rain.

RIOT BLADE

COMMAND	BRAVERY DAMAGE	NOTE
■	64x3~9 (64~576)	Half-second Bravery counter. Number of attacks increases when Terra has lower HP.



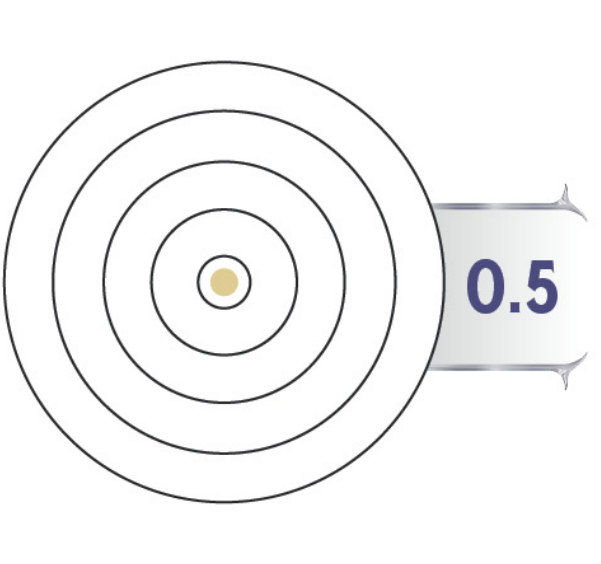
Terra raises her sword arm and wills a spectral shield into being before her. The shield shimmers for half a second, and during this time Terra automatically deflects any Bravery Attack that touches her, responding with a series of magical light blades that dice the enemy up. Depending on Terra's HP, the number of blade swipes the enemy must endure before the end is increased. If her health is critical, the Bravery addition before the finisher is substantial indeed.

Terra takes about a sixth of a second to raise her arm, generating the shield in the first place, so this is by no means an instant reversal to any incoming Bravery Attack. It won't save you from attacks on top of Terra, which allows you no breathing room. It does allow deflection of anything you have a little lead time on, though, which changes the game in terms of Terra's vulnerability to pursuing assassins. Whether that's worth giving up a lethal ranged option is up to you; it's usually better to fully press a class's advantages (marksmen wreck people far away), rather than trying to shore up a gap you knew you'd have going in (marksmen don't like being crowded).

Still, well-used, with good reflexes and matchup knowledge of opposing characters, few things can be as vexing to opponents as getting parried and countered repeatedly.

CHAOTIC CURRENT

COMMAND	BRAVERY DAMAGE	NOTE
■	–	Can move while casting. Can hold cast up to 2.5 seconds. Trance duration reduced to 22 seconds (down from 30).



Terra builds up tension, then explodes in a pulse of energy as her sword orbits around her, glowing darkly. While building up energy, she can still move around, like during most uncharged Bravery Attacks. She herself is the center of the explosion, so nailing enemies with this attack means getting close. To help with this, on top of Terra being maneuverable pre-explosion, Chaotic Current pulls in anyone within one circle on the minimap. Picking this HP Attack adds another potential draw-in-type move to her arsenal, alongside charged Tornado and charged Flare. It can also be used as something of an emergency move against enemies rushing Terra down, another option besides Thundara for knocking away aggressors.

Unlike other attacks, Chaotic Current doesn't have a charged form. Instead, Chaotic Current slightly changes how Trance works. Trance now lasts 22 seconds instead of 30, a loss of eight seconds. In exchange, however, unique EX Skill cooldown is reduced by about three seconds every time you hit an enemy with Chaotic Current.

EX SKILL BREAKDOWN

TRANCE

COMMAND	BRAVERY DAMAGE	NOTE
△	–	30-second buff duration. 90-second cooldown.

Terra is the daughter of a human and an esper, magical creatures from another realm. This is the foundation of her tremendous magic power, and her EX Skill. During Trance, her esper half comes forth uncompromised by her human form, surging with extra power. For 30 seconds, her charge cooldown is three seconds (down from four seconds normally), she moves 20% faster, her Bravery Attack damage is boosted by 25%, and her Bravery damage defense is buffed by about 18%.

This is one of the most straightforward unique EX Skills. It's easy to apply—you're Terra, but better. Every so often, you can simply make Terra more powerful in every way. Don't let it go to waste! Note that the timer for Trance changes if you pick the Chaotic Current HP Attack.

COMMAND	BRAVERY DAMAGE	NOTE
■	–	Charging doubles range and improves homing.

BATTLE PLAN

The most important thing to address is Terra's uniqueness: Terra's vast spell arsenal is boosted by her ability to charge magic. If she goes four seconds without casting a spell (or getting hit), she grows in magic strength—her next spell will be an extra-strong "charged" version. As soon as she releases a magical effect or is struck by an opponent, the timer begins anew. (During her Trance EX Skill, this four-second charge timer becomes three seconds.)

Playing around the limits and strengths of the charge timer—learning to build and keep charge, using the right charge move for the situation, having good uncharged tactics to use immediately after using charged spells, escaping to rebuild charge, and so on—is key to playing Terra well.

Her range is enormous on almost all of her spells, and she has an assortment of faster and slower attacks spread between charged and uncharged magic, allowing her to throw a lot of different looks at the opposition. Uncharged spells tend to be almost like magic chains, which means she can fire several attacks in a row even if they're missing, kind of like a magic-based, ranged Sephiroth. Charged spells tend to be much stronger blasts with fewer hits, intended less for harassment or setting up teammates and more for taking up lots of space, giving teammates cover, blasting away enemies, and raising Bravery fast.

Her melee is nearly nonexistent (with honorable mentions going to Thundara, Chaotic Current, and Riot Blade), so she'll get chewed up by assassins and fast specialists who decide to make her a priority.

Her mobility is decent, with a quick dash start-up speed, an airy double-jump, and the ability to glide during most uncharged Bravery Attacks. But she has no extra mobility or height-gaining options beyond the universal ones.

The sum of all this is that Terra's goal, ultimately, is to run away. With a reach that covers the whole minimap (especially if you select Meltdown as your HP Attack), she should stay well behind allies as much as possible, organically finding lots of openings to both build up charge and unleash it.

Nuking foes with charged magic provides crucial backup for your allied vanguards, who get much better results trespassing into enemy groups and tackling them apart when Terra is making a lot of noise around them.

Charged magic from behind friendly cover also sets up quick and powerful follow-ups, sequences that can put a lot of obstacles into opponents' paths. This briefly asserts total magic control of areas and pathways, and continues emboldening vanguards, who will be happy to know more projectiles are coming to cover them, set up their combos, and bail them out of mistakes.

Assassin teammates will appreciate the one-two punch of Terra plus a tank, because it gives them a fight to circle the fringes of, cautiously looking for places to swoop in and deal the killing blow when enemies are busy dealing with a peppering of Tornadoes and Flare/Graviga explosions chased by uncharged Fira/Blizzara/Holy barrages. An enemy being locked down by Terra's uncharged multi-hit spells is like a flashing neon sign that says *PLEASE HP ATTACK ME*.

It's unlikely that foes will let you get away with this forever. When attacked directly by superior physical forces (which is everyone), you should often be saved by team cohesion: melees are heavily incentivized not to let their marksmen get hammered. Still, you'll need to be ready to fend or flee when Jecht and Noctis come calling. Uncharged Tornado provides a shockingly large projectile shield to dodge behind if there's time to set it up, and any opening to start dashing with a bit of cover can usually salvage the situation if you're not too boxed in already. If there's nowhere to dash toward safely, both charged and uncharged Thundara make strong mid-range boxing options when forced. Her Chaotic Current and Riot Blade HP Attacks both provide unique close-range attack options, strengthening her in this range. Beyond that, you'll have to rely on generous blocking and effective sidestepping to survive close-range attacks till teammates can provide backup.

GALLERY

APPEARANCE

Magitek Knight

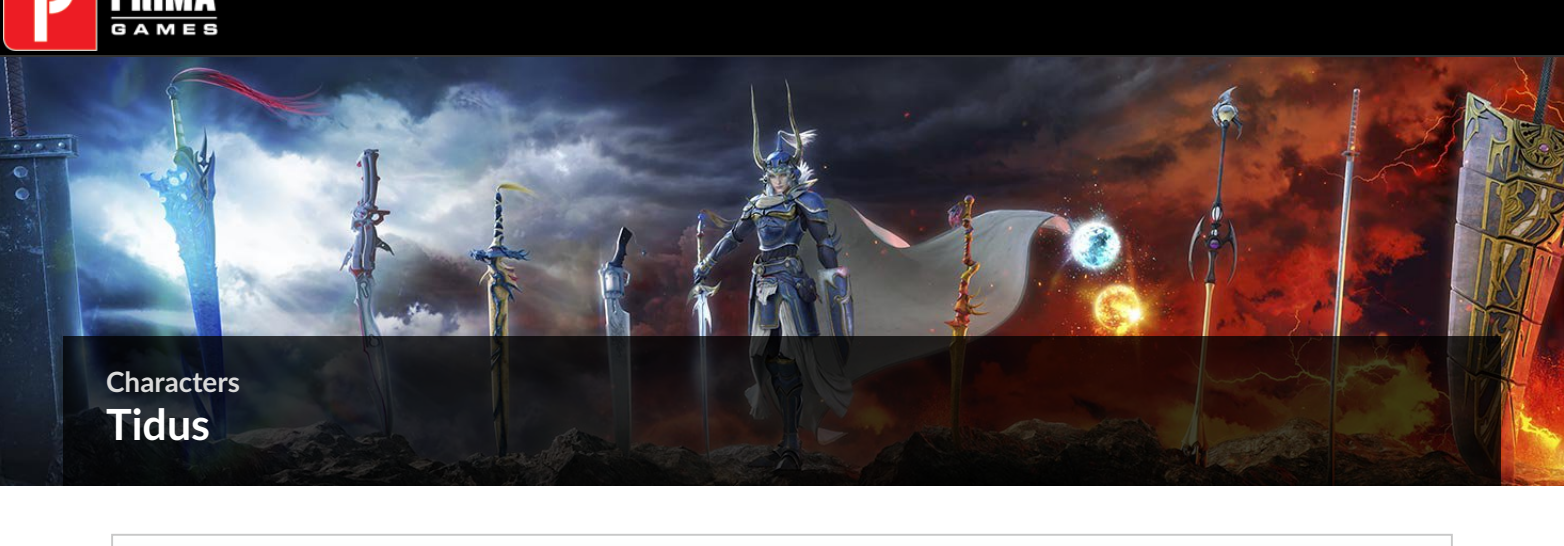
Benevolent Maiden

WEAPONS

Enhancer

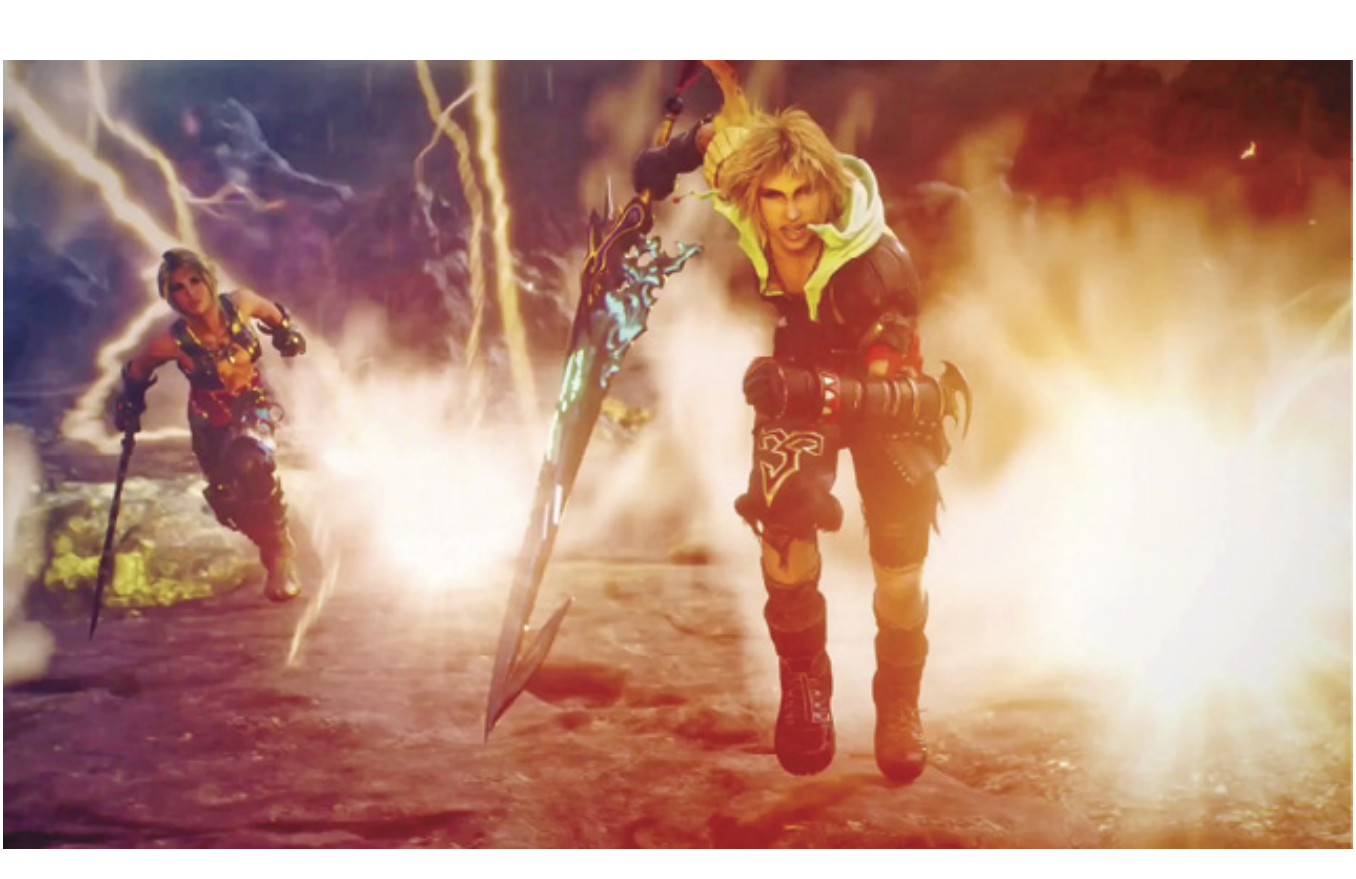
Rune Blade

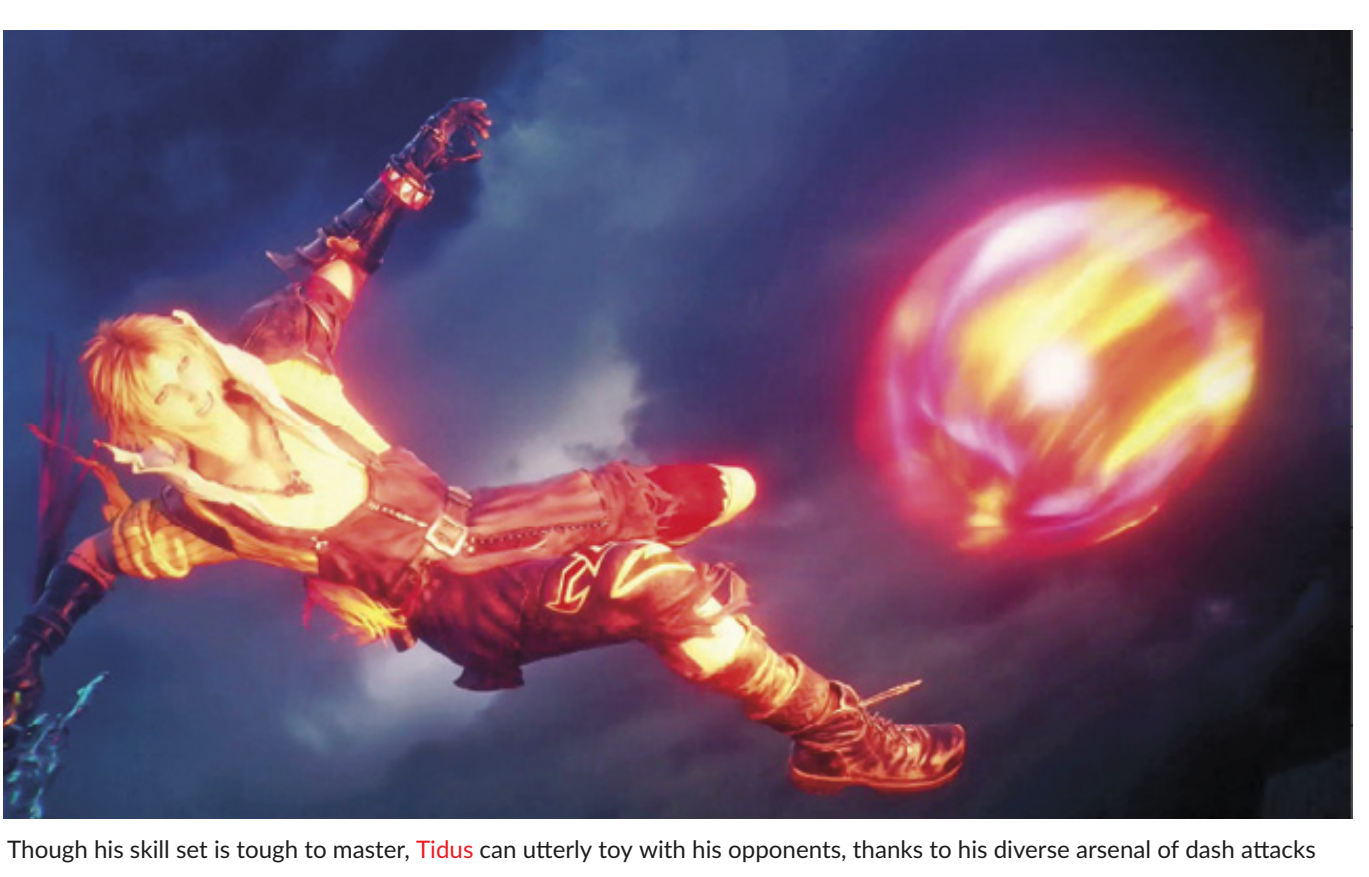
Crystal Sword



Tidus

ASSASSIN





Though his skill set is tough to master, Tidus can utterly toy with his opponents, thanks to his diverse arsenal of dash attacks and remarkable footspeed. Be it on offense or defense, this blitzballer lives and dies by his agility.

Original Appearance: *FINAL FANTASY X*

Year: 2001

Role: Tidus follows in the footsteps of his missing father, Jecht, a legendary blitzball player who went missing long ago. During a memorial blitzball tournament, Tidus's hometown is attacked by a massive whale-like entity called Sin. Tidus and his mentor, Auron, are eventually swallowed by the beast and sent to an unfamiliar part of Spira. Tidus meets a summoner named Yuna, with whom he joins in a pilgrimage to defeat Sin. Along the way, they learn uncomfortable truths about Jecht's disappearance and its relation to Sin.

Other Noteworthy Appearances: *FINAL FANTASY X-2* (2003), *DISSIDIA FINAL FANTASY* (2009), *DISSIDIA 012 FINAL FANTASY* (2011), *Theatrhythm FINAL FANTASY* (2012), *WORLD OF FINAL FANTASY* (2016)

ARSENAL

BRAVERY ATTACKS

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Haymaker	Grounded	● > ●	160, 192 (352)	0.5	Hop forward with a quick one-two sword-slash combination.
Unsporting Conduct	Dashing (Grounded)	● > ● > ●	16x5, 192, 224 (496)	1.5	Sweep your target with a sliding attack, then follow up with an aerial drill, finishing the sequence with a flying roundhouse.
Jump & Jolt	Dashing (Grounded)	⬆ + ● > ●	32x3, 48, 80, 96, 176 (496)	1.5/2.5	Perform a special flip, then thrust into the enemy with your sword before launching them with a flurry of kicks.
Windup	Dashing (Grounded)	⬇ + ●	320	2.0	Dash and then hurl a speedy blitzball at your foe.
Dual Smash	Airborne	● > ●	160, 192 (352)	0.5	While airborne, deliver a quick one-two strike combination.
Sonic Buster	Dashing (Airborne)	● > ● > ●	16x5, 192, 224 (496)	1.0	Shoulder-tackle the enemy, then unleash a leaping drill attack, followed by a powerful roundhouse.
Up & Under	Dashing (Airborne)	⬆ + ● > ●	48x3, 64, 64, 224 (496)	1.5/2.5	Perform a special flip from the air, then dive into the enemy with a kick and a two-sword-slash combo.
Leap & Launch	Dashing (Airborne)	⬇ + ● > ●	64, 64, 96, 96, 176 (496)	1.5/2.5	Perform a special dive maneuver and transition into a cyclone of slashes.

HP ATTACKS

NAME	STATE	COMMAND	BRAVERY DAMAGE (WITHOUT CHARGE / CHARGED)	RANGE	CAPSULE DESCRIPTION
Spiral Cut	Anytime	■	–	1.5	Somersault toward the enemy and finish with a quick attack from above.
Slice & Dice	Anytime	■	32, 32, 48, 48, 48 (208)	0.5	Pummel the enemy with a litany of blows, slowing their dash gauge recovery.
Energy Rain	Anytime	■	–	2.0	Rain several explosive spheres of energy down on distant enemies.
Jecht Shot	Anytime	■	64, 96 (160) / 96, 112, 128 (336)	1.0/1.5	Strike target from mid-range with three blitzballs, or four at max charge.

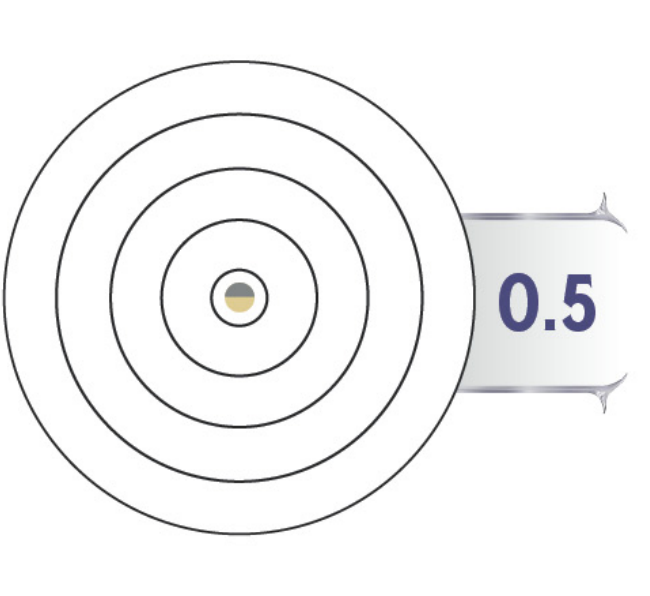
EX SKILL

NAME	STATE	COMMAND	BRAVERY DAMAGE	RECAST TIME	RANGE	CAPSULE DESCRIPTION
Quick Hit	Anytime	▲	80, 48, 32, 80, 48, 64, 48, 240 (640)	60 seconds	1.5	Lunge at the enemy with a far-reaching stab and deliver a flourishing sword combo that restores all dash stamina and enhances your dash stamina regeneration.

BRAVERY ATTACK BREAKDOWN

HAYMAKER

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ● > ●	160, 192 (352)	–



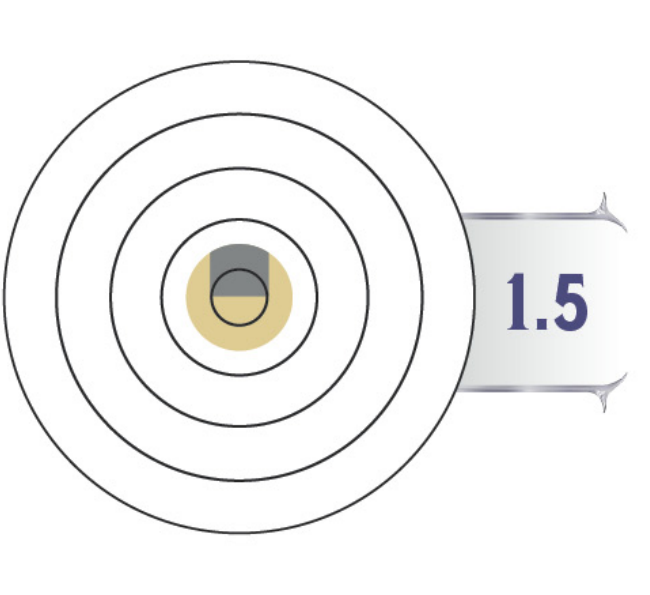
Tidus hops forward quickly, slicing and dicing the enemy with a one-two combination and sending them flying into the air.

While both of Tidus's neutral ● attacks (Haymaker and Dual Smash) are typical two-hit combos with limited range and no frills about them, they're essential for finishing combos or pinning foes into walls. They're not generally used as opening attacks, primarily because Tidus's playstyle revolves around his dashing attacks, which are much better suited as offensive openers.

The most common scenario where Haymaker is preferable to his other attacks is against cornered enemies. Since Tidus's other Bravery combos entail distinct shifts in angles and launch trajectories that may knock your target in an undesired direction against cornered foes, you may need to rely on Haymaker and Dual Smash to guarantee a wall pin.

UNSPORTING CONDUCT

COMMAND	BRAVERY DAMAGE	NOTE
Dashing (Grounded) ● > ● > ●	16x5, 192, 224 (496)	–



While dashing at the opponent, Tidus transitions into a slide attack, crossing up the enemy and sweeping them off their feet. Tidus then follows his target into the air with a spiraling double leg attack, finishing with a powerful roundhouse.

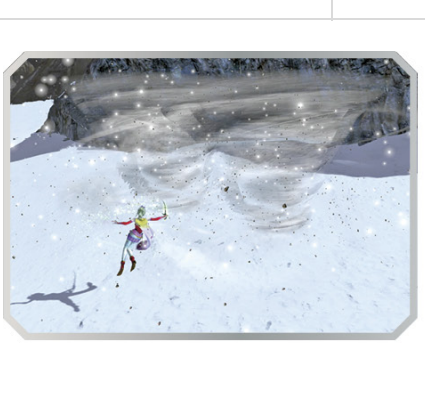
Unsporting Conduct is one of several dashing ● options and is your most direct chase-down tool for ground-to-ground engagements. It largely mirrors his airborne dashing ●, Sonic Buster, and should be used as such. For all intents and purposes, these two Bravery combos can be considered identical attacks, especially because Tidus's overall playstyle revolves around aerial mobility. You usually won't find yourself using grounded dashes—and if you do, it won't change how you engage the enemy.

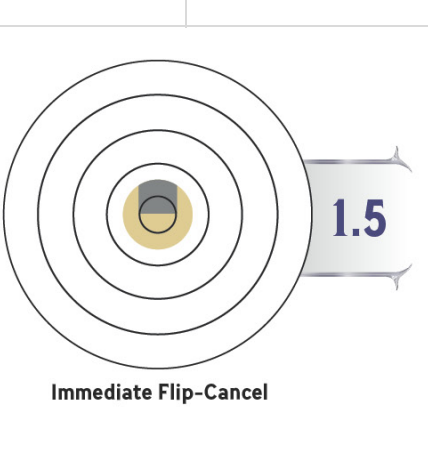
Unsporting Conduct/Sonic Buster are three-part combos that afford added utility. You can opt to end the combo before the third hit (ending after the pop-up dropkick) to set up an alley-oop play and allow a teammate to come in to finish your air combo.

Otherwise, ending the combo sends the enemy away to mid-range, at which point you can follow up with a neutral dash to apply more pressure.

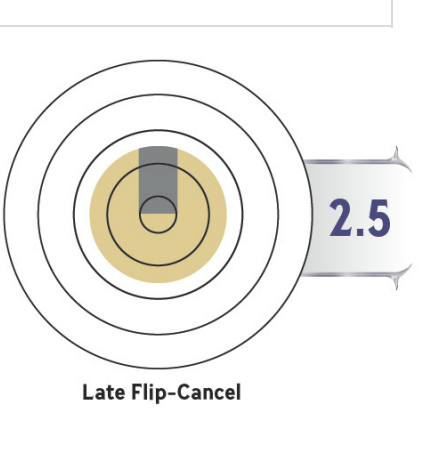
JUMP & JOLT

COMMAND	BRAVERY DAMAGE	NOTE
Dashing (Grounded) ⬆ + ● > ●	32x3, 48, 80, 96, 176 (496)	Unique flip can be evasion/attack-canceled at any time.





Immediate Flip-Cancel



Late Flip-Cancel

Tidus performs a unique forward somersault, leaving behind a trailing shadow. When he's in range of the enemy, he seamlessly transitions from his flip and dives into the foe with the point of his sword, ending the aerial assault with a flurry of spin kicks.

Jump & Jolt and Up & Under are core to Tidus's unique move set. The initial flip portions of these attacks don't constitute actual attacks, but are special jumps with special cancel properties. During the flip, you can either cancel with guard, a sidestep, or with a diving follow-up attack.

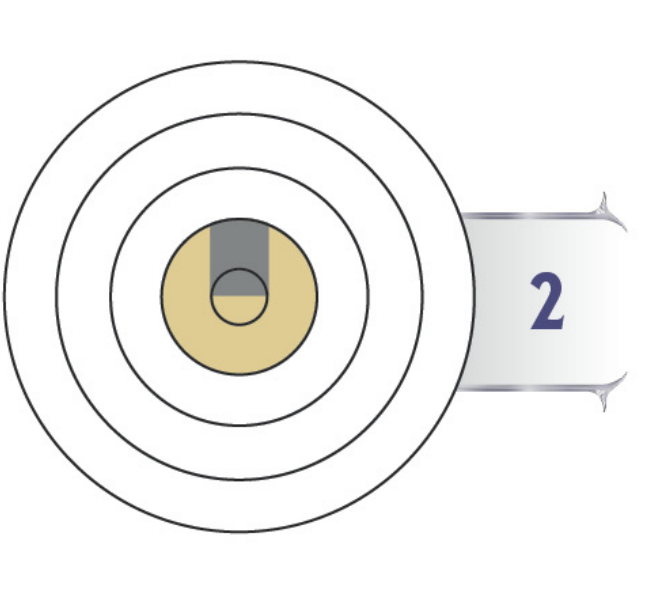
Using these unique front flips effectively is vital to Tidus's hypermobile playstyle and battle plan. Since you can evasion cancel them, you can all but entirely use them in place of your normal jump. For instance, you can perform the following repeated sequence to stay airborne indefinitely (as long as you have dash gauge):

Jump & Jolt (flip only) > **airborne evasion cancel** > **dash cancel** > **Up & Under (flip only)** > **airborne evasion cancel** > **dash cancel** > **repeat**

This technique lets you climb to any altitude, provided you have the space and you're not assaulted by an enemy. Mastering the use of these techniques may take practice, but it's well worth the effort.

WINDUP

COMMAND	BRAVERY DAMAGE	NOTE
Dashing (Grounded) ⬇ + ●	320	Maintains original dash direction momentum before attack.



From a grounded dash, Tidus pulls out a blitzball and hurls it speedily directly at his target, knocking them away a short distance.

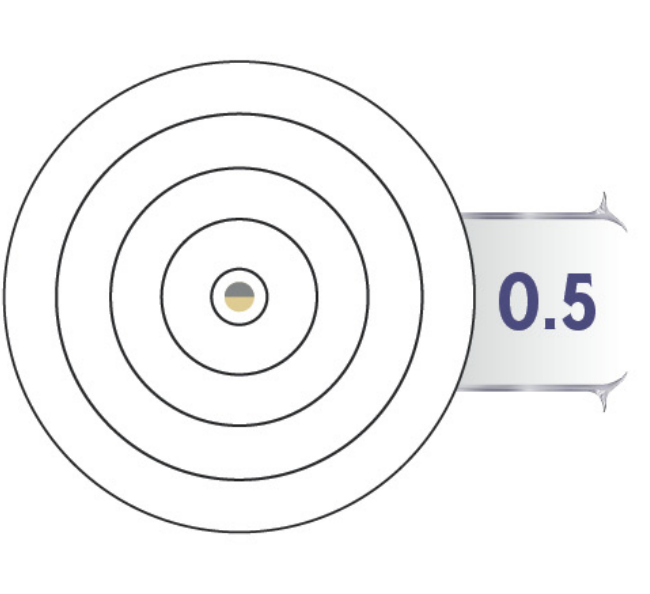
Windup is Tidus's only Bravery-based projectile attack. Its main drawback is that it can only be used during a grounded dash, so its use may be rare and not entirely intuitive, given that Tidus is primarily a melee-based assassin. However, it uniquely fills a role in Tidus's arsenal, giving him a mid-range attack that doesn't require committing to a melee engagement.

Windup can be effective in certain situations, such as on flat confined stages, or against enemies who prefer to stay near ground level. It does have great vertical tracking on release, though, and because the ball travels quickly, you're likely to hit your target if they're not actively sidestepping or dashing.

If your team is jockeying for position in a three-on-three standoff, you can go for Windup to keep the opponents on their toes. On hit, it deals a modest amount of damage with a small amount of knockback. In most battle scenarios, however, you're more likely to be airborne (where you don't have access to Windup).

DUAL SMASH

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ● > ●	160, 192 (352)	–

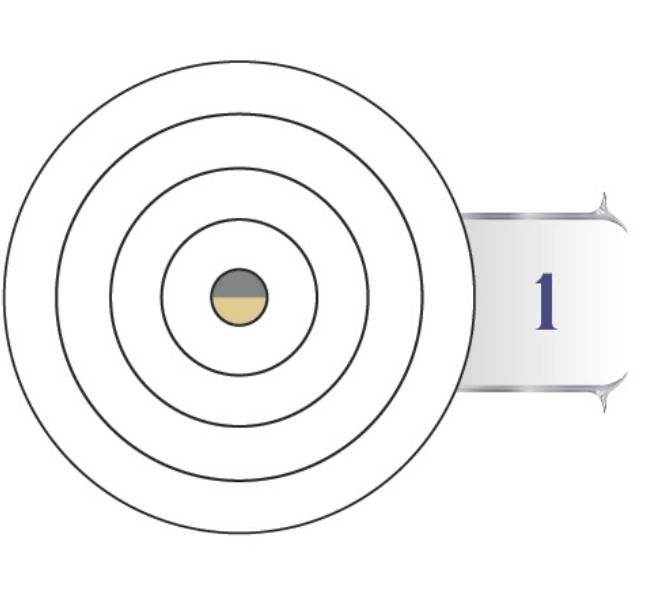


While airborne, Tidus swipes at his target with his sword. Upon contact, he delivers another diagonal slash, sending the opponent to mid-range.

Dual Smash can be used interchangeably with grounded ●. Since Tidus's playstyle mainly involves aerial-based assaults, you're more likely to use Dual Smash than Haymaker if you're going for a quick Bravery strike. Its limited range and limited verticality tracking can make it difficult to land on mobile enemies, so it should be used for specific combo opportunities, or to follow up successful wall pins.

SONIC BUSTER

COMMAND	BRAVERY DAMAGE	NOTE
Dashing (Airborne) ● > ● > ●	16x5, 192, 224 (496)	–



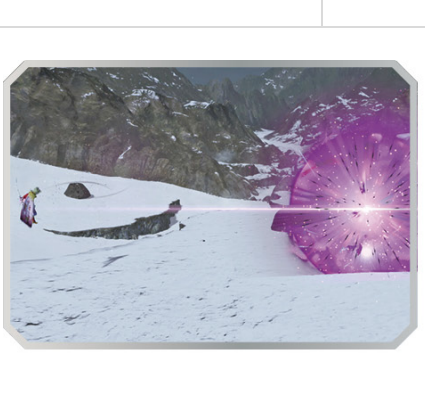
Tidus swoops toward his foe with a shoulder tackle, popping them up above him. He then bores into them with a drill attack, finishing with a slashing kick.

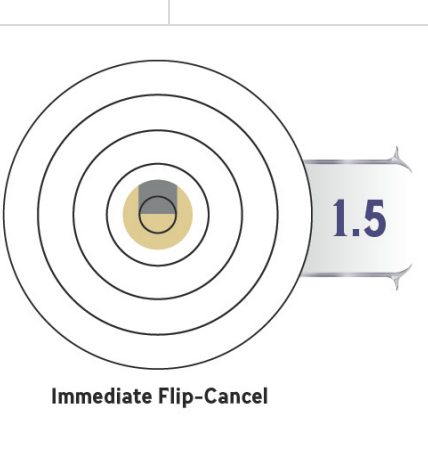
While its initial strike is a shoulder tackle rather than a sliding attack, Sonic Buster is essentially an aerial version of Unsporting Conduct and is used accordingly.

This is your primary engagement attack for pursuing enemies quickly, particularly from a neutral dashing state. Like Unsporting Conduct, you can use this to set up team combos if you and a teammate successfully collapse on a target. Open with Sonic Buster and proceed up to the second pop-up attack, then let your teammate finish with an HP Attack or a full Bravery combo.

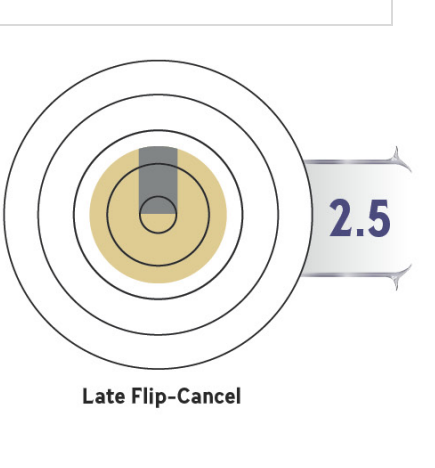
UP & UNDER

COMMAND	BRAVERY DAMAGE	NOTE
Dashing (Airborne) ⬆ + ● > ●	48x3, 64, 64, 224 (496)	Unique flip can be evasion/attack-canceled at any time.





Immediate Flip-Cancel



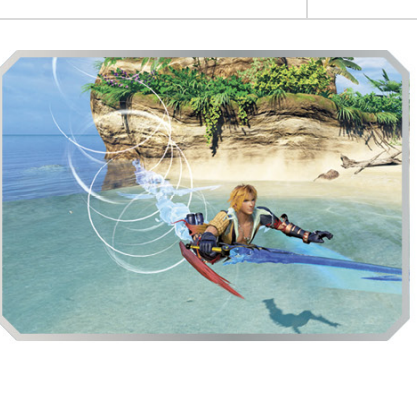
Late Flip-Cancel

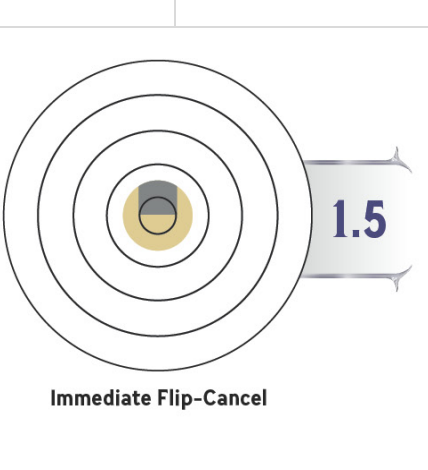
Tidus launches himself forward through the air, coming down on the enemy with a diving kick, followed by two spinning sword slashes.

This special flip and diving kick combo is nearly indistinguishable from the grounded version, Jump & Jolt, with the follow-up attack differing only in animation. Their uses are virtually identical, as both are used for aerial navigation (see "Jump & Jolt" for techniques), and both Bravery combos are dive attacks sharing identical total damage values.

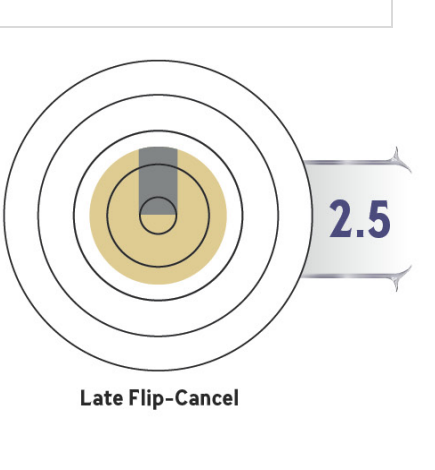
LEAP & LAUNCH

COMMAND	BRAVERY DAMAGE	NOTE
Dashing (Airborne) ⬇ + ● > ●	64, 64, 96, 96, 176 (496)	Unique dive can be evasion/attack-canceled at any time.





Immediate Flip-Cancel



Late Flip-Cancel

From an air-dash, Tidus swoops down and toward his target, leaving a trailing shadow. As he reaches the enemy, he becomes a human cyclone, swiping with a triple-uppercut attack, followed by a double slash to end the sequence.

Leap & Launch is another one of Tidus's special-mobility moves. It can only be performed from an airborne dash (since grounded ⬇ + ● is the command for Windup), affording you an invaluable verticality tool for air-to-air engagements.

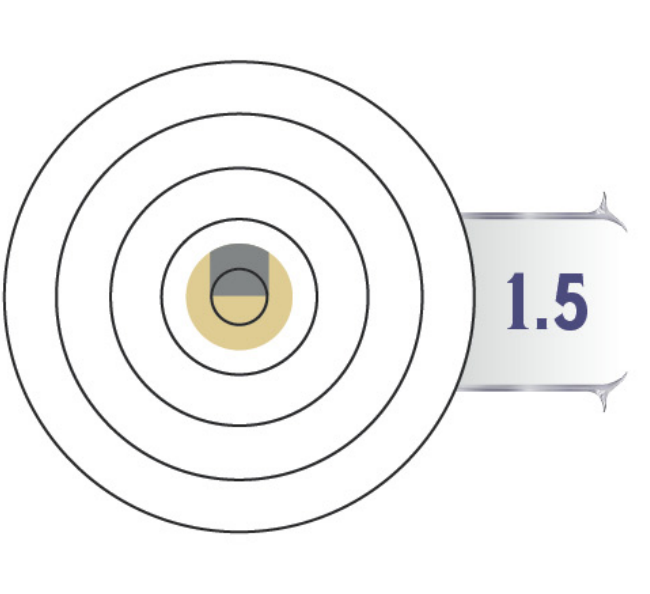
The travel arc of Leap & Launch is essentially inverse to that of Jump & Jolt/Up & Under. Where those two abilities begin with an upward-trajectory jump ending with a diving attack, Leap & Launch is a downward swoop followed by an uppercut attack.

Additionally, like his unique front flips, this unique swoop maneuver can be canceled with guard, a sidestep, or its built-in rising attack.

HP ATTACK BREAKDOWN

SPIRAL CUT

COMMAND	BRAVERY DAMAGE	NOTE
■	48	Descends to ground level from any altitude.



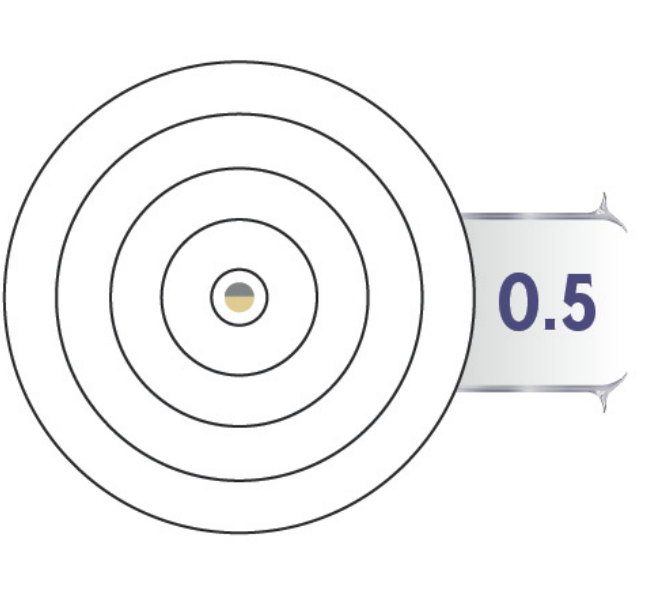
Tidus leaps into the air with a forward somersault and, with the weight of his sword, slams into the ground with a powerful detonation, devastating enemies in the area.

Spiral Cut is a dive-bomb-type attack with a moderate area of effect, dealing minor Bravery damage before dealing HP damage to all foes within its blast radius. This attack provides additional vertical mobility, allowing for a quick descent from any altitude to ground level.

Spiral Cut is usually the recommended HP Attack for an assassin like Tidus, since it synergizes well with his ability to ascend to a nearly limitless height. Combined with its unguardable attribute as an HP Attack, you remain an imminent aerial threat, as your opponents need to stay on the move to avoid your dive-bombs.

SLICE & DICE

COMMAND	BRAVERY DAMAGE	NOTE
■	32, 32, 48, 48, 48 (208)	Inflicts a debuff that lasts for 30 seconds. Slows enemy dash gauge recovery.



Tidus charges into his target with his sword and, upon contact, traps the enemy in a bubble. He then delivers a series of attacks on his helpless victim. As the bubble bursts, the enemy is weighed down with lethargy.

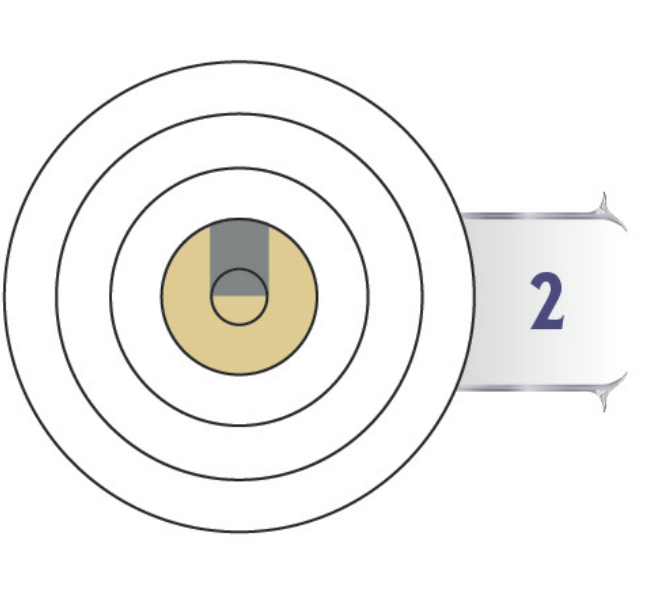
Slice & Dice is a close-range HP Attack that deals heavy Bravery damage while also inflicting a 30-second debuff that slows the enemy's dash gauge regeneration rate.

Slice & Dice is limited in range in comparison to Tidus's other HP Attacks, but its short start-up time, high Bravery damage, and added debuff effect foster a strong hit-and-run playstyle, allowing you to go for HP Attacks aggressively without the need to build Bravery for the attack to be effective.

Generally, its effectiveness is highlighted on confined maps with low verticality and in scenarios in which you can engage into close-range combat frequently. If you can condition foes into putting up their guard as you engage them, you're more likely to score hits with Slice & Dice.

ENERGY RAIN

COMMAND	BRAVERY DAMAGE	NOTE
■	–	–



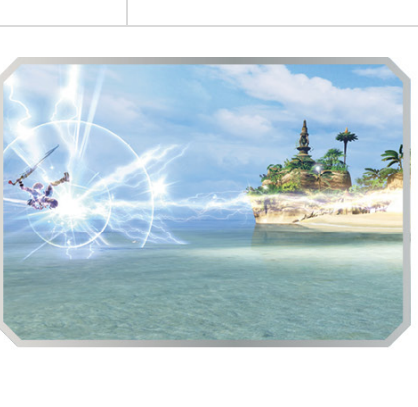
Tidus calls down a torrent of energy spheres directly onto his target from a distance, damaging the enemy and their nearby allies.

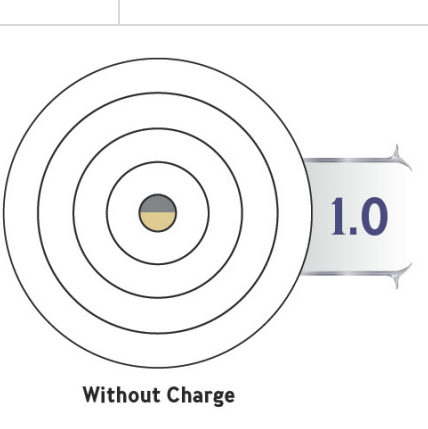
This HP Attack is a direct projectile rain attack, effective up to mid-range. As with most summoned rain attacks, there's a significant cast time before the first active projectile. While it's an excellent attack when you have time to cast it, don't expect the freedom to pull it off in most matches, since assassins are prime vanguard targets.

Energy Rain can be difficult to connect with on moving targets, so it usually requires a setup, either by your teammates or by a summoning attack.

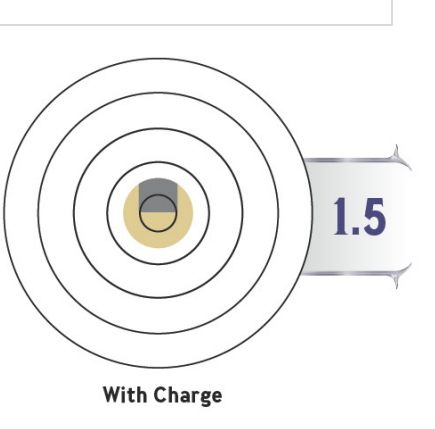
JECHT SHOT

COMMAND	BRAVERY DAMAGE	NOTE
■	64, 96 (160) / 96, 112, 128 (336)	Charging increases range, damage, and number of projectiles.





Without Charge



With Charge

Tidus applies his blitzball skills and charges up a powerful energy. Upon release, he kicks and throws several blitzballs speeding at the enemy, causing devastating damage.

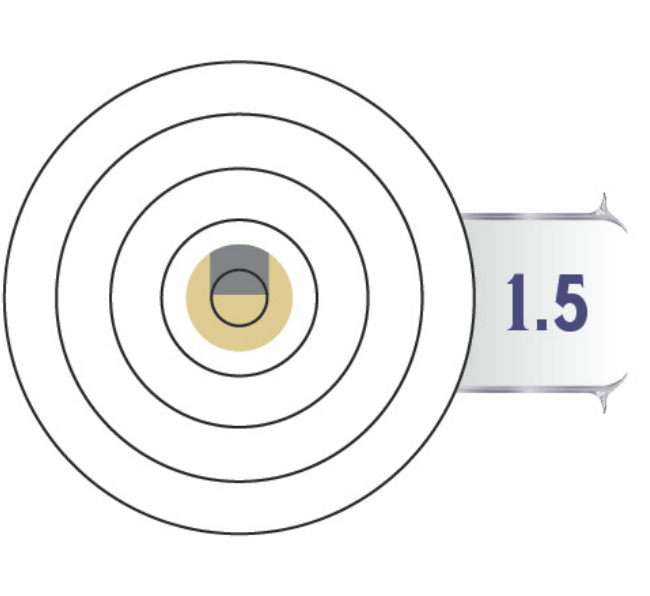
Jecht Shot is a mid-range bullet-type projectile attack that can be charged to a second power level called Jecht Shot 2. Without charge, Jecht Shot is a moderately fast HP Attack that reaches slightly past melee range. It can be used as an alternative to Slice & Dice (but without the debuff), with the added benefit of vertical tracking on release.

Jecht Shot 2 deals much more Bravery damage and has an increased range over Jecht Shot, but takes around two seconds to charge fully, making it extremely difficult to pull off unless you can flank and surprise your enemies, or coordinate well with your team.

EX SKILL BREAKDOWN

QUICK HIT

COMMAND	BRAVERY DAMAGE	RECAST TIME	NOTE
▲	80, 48, 32, 80, 48, 64, 48, 240 (640)	60 seconds	On last hit, restores all dash gauge and gains Quick Hit buff for 15 seconds. Buff doubles dash gauge regeneration rate.



From a distance, Tidus lunges at the foe with a sword stab, ravaging the enemy with an elaborate combination of slashes that invigorates his endurance.

Quick Hit can be considered a Bravery Attack with incredibly heightened properties. Its reach and damage far outmatch all other Bravery Attacks of its kind while restoring all of your dash gauge and applying an additional 15-second buff that doubles your dash gauge regeneration rate.

Quick Hit is your best attack for catching fleeing foes, and its buff effect naturally complements Tidus's dash-heavy toolkit, greatly amplifying his mobility.

Its main drawback is that, unlike many other unique EX Skills, it's a missable attack (whereas other characters' EX Skills are generally buffs that are guaranteed to have an effect). The buff effect is not applied unless you successfully score the entire combo, so it's vital that you ensure you can connect with it, especially because of its 60-second cooldown time.

Try to set up a guaranteed Quick Hit by following up on your teammates' attacks, or by surprising enemies with a well-planned flanking maneuver.

BATTLE PLAN

Your primary objective as an assassin is to apply pressure to isolated marksmen while evading vanguards. Tidus is a particularly unique assassin with a move set that revolves around being extremely mobile, both vertically and horizontally, making for an elusive hit-and-run playstyle. As assassins aren't exceptionally effective in face-to-face skirmishes with vanguards, you'll generally want to avoid head-on contentions. As you and your team jockey for position, keep an eye on the enemy team's marksman and vanguard. Tidus can outrun most vanguards with grounded and airborne dashing ⬆ + ● (Jump & Jolt/Up & Under), while at the same time closing in on vulnerable targets.

While you don't have access to a long-range projectile to help you cover an aggressive melee engagement, you're nigh untouchable with proper use of your special somersaults. Take advantage of these moves by flying in with a Jump & Jolt flip and evasion canceling away to safety in order to lure out mistakes from the enemy team. With good team coordination, you can condition your opponents into overextending, allowing your teammates to capitalize on enemies caught out of position. From a grounded position, you can use grounded dashing ⬇ + ● (Windup) to pester and deter foes (although these situations may be far and few between).

When you're ready to commit to an attack, you can leap in with Up & Under to go for the follow-up diving kick on unsuspecting enemies. Or you can use a neutral dashing ● (Sonic Buster) to quickly perform a mid-range shoulder-tackle combo for a more direct approach. Ideally, you can communicate and set up a team combo with your offensive engagements. If a teammate is nearby and ready to follow up with you, a two-step Sonic Buster (● > ●) can be used to stun enemies in place while your teammate finishes with an HP Attack or their own full Bravery combo. Otherwise, if you manage to find a one-on-one with an isolated enemy, finish your combo and use a neutral dash cancel to follow up with more pressure.

Although your approach should focus on evasive hit-and-run tactics, your HP Attack selection can greatly influence your mobility and the way you play. With Spiral Cut equipped, Tidus can be a severe nuisance with an aggressive HP-damage-focused playstyle and increased mobility options, thanks to Spiral Cut's dive-bomb property. With your ability to easily climb high into the sky (with Jump & Jolt/Up & Under evasion cancel techniques), you can surprise foes with Spiral Cut, giving your team a numbers advantage, as HP Attacks put enemies in an unrecoverable knockdown for a short time. If executed properly, you almost never have to land your other Bravery Attacks since you're relying on your Bravery reset (especially if Shiva is your team's selected summon).

Slice & Dice fosters a more aggressive playstyle with its swift start-up speed, high Bravery damage output, and dash-encumbering effect. However, you need to be confident in your one-on-one dueling as an assassin to pull this style off effectively, particularly because Slice & Dice is a short-range attack with limited vertical tracking.

Unlike his father, Tidus's toolkit encourages indirect attacks, focused more on aerial movement and infiltrating the enemy backline than on direct offense. Jump & Jolt, Up & Under, and Leap & Launch make up the core of Tidus's gameplay; mastering the use of all three of these unique-mobility moves in conjunction with efficient evasion canceling and dash canceling techniques is crucial for getting into advantageous flanking positions where Tidus shines most.

GALLERY

APPEARANCE

Ace Striker

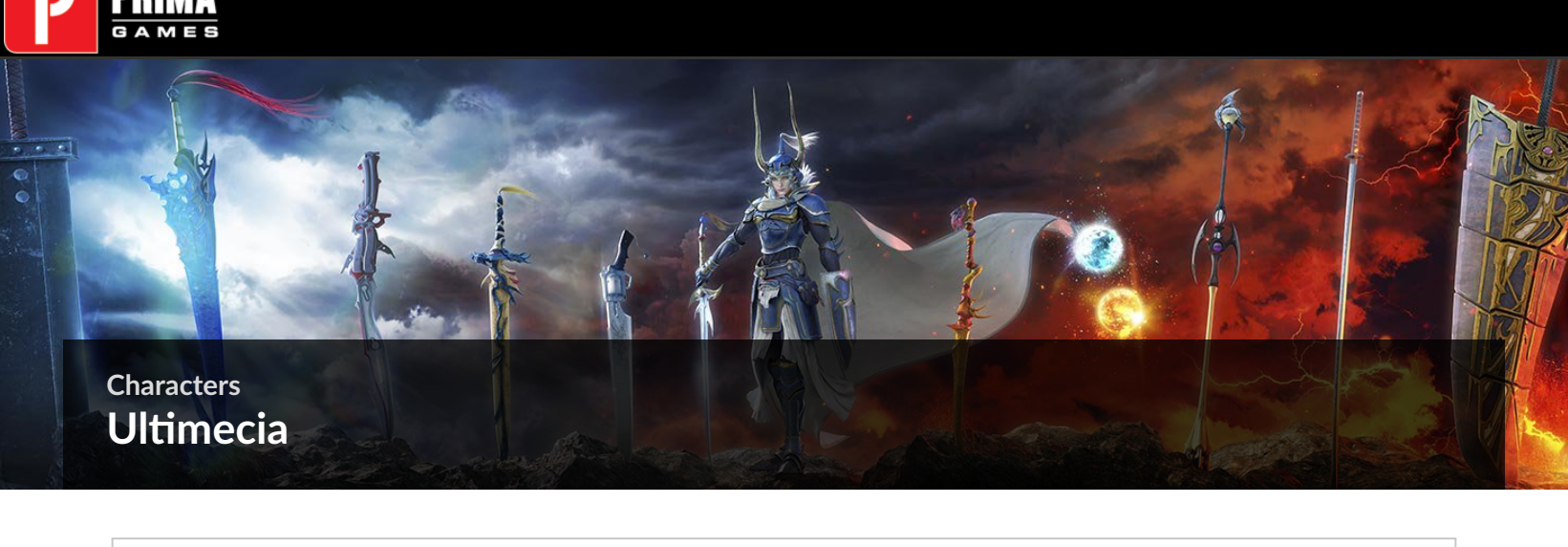
Zanarkand Abes Uniform

WEAPONS

Brotherhood

Longsword

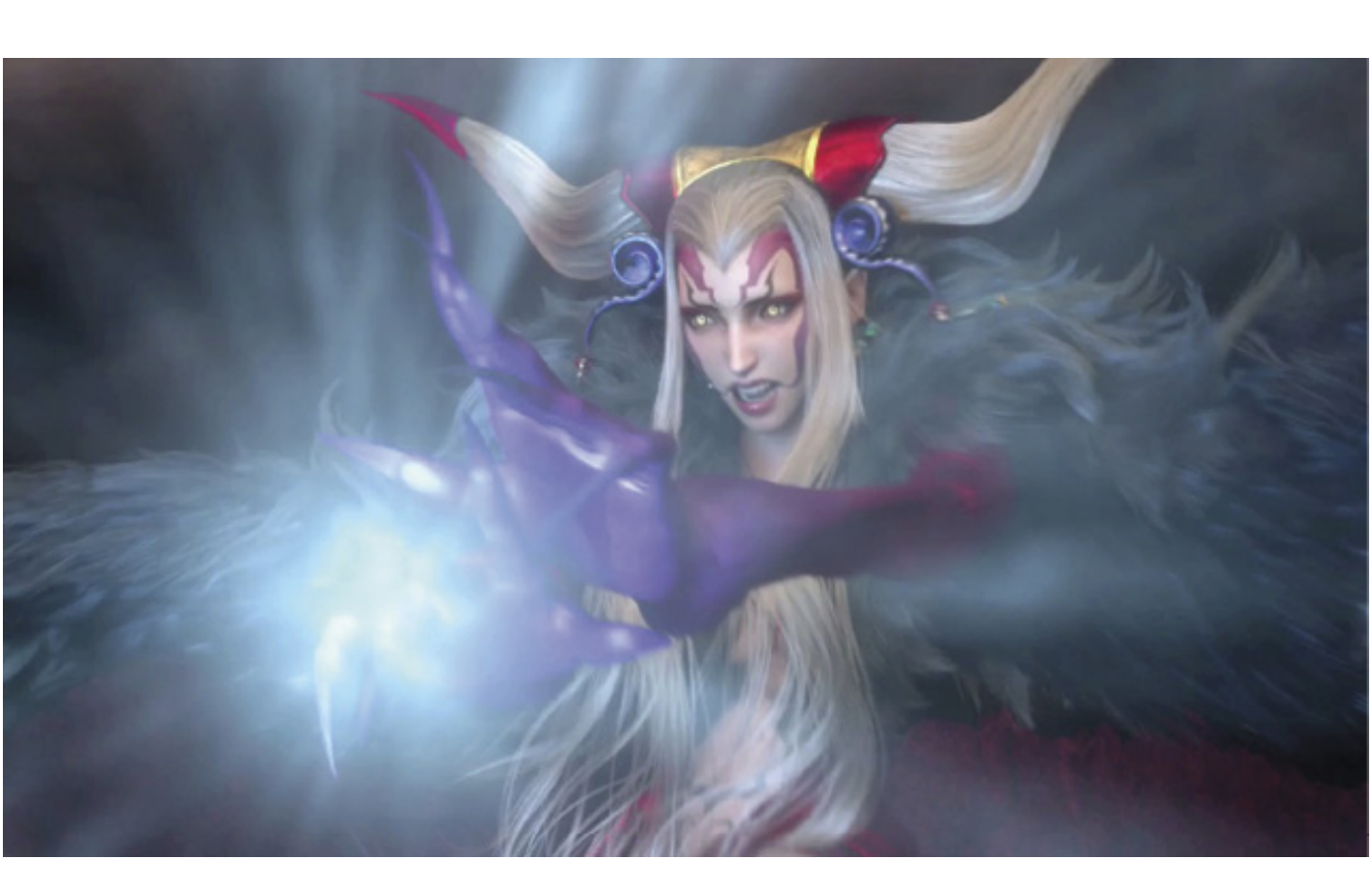
Force Sabre

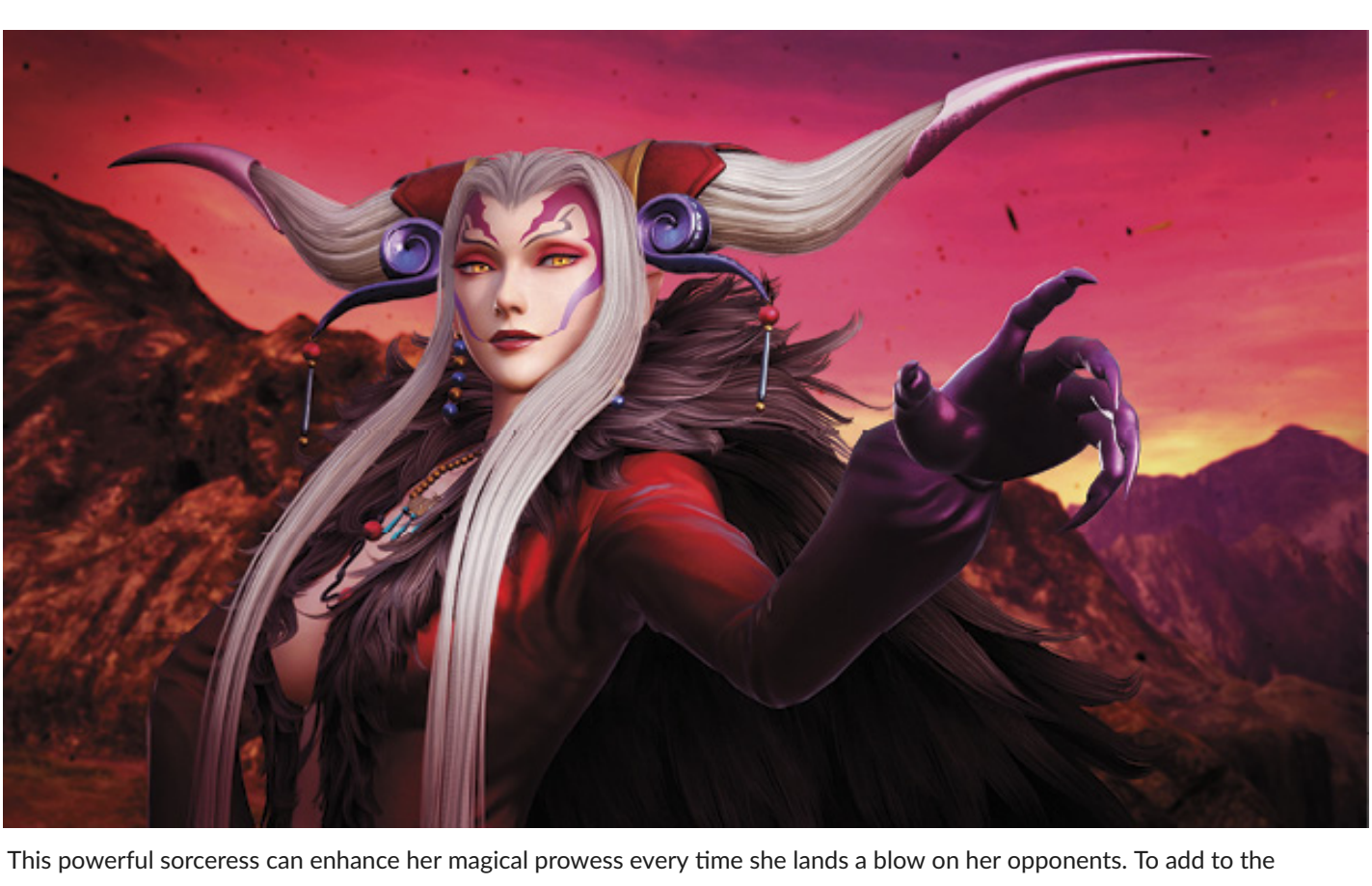


Characters

Ultimecia

MARKSMAN





This powerful sorceress can enhance her magical prowess every time she lands a blow on her opponents. To add to the carnage, she can use Maelstrom to bury her foes in an arcane barrage from any range.

Original Appearance: *FINAL FANTASY VIII*

Year: 1999

Role: Ultimecia's ambition is one against fate. Her ultimate desire is to reshape the universe—one created in her image—and she will go to unimagined lengths to accomplish this task.

Sorceress Ultimecia
"I...can't...disappear yet."

Other Noteworthy Appearances: *DISSIDIA FINAL FANTASY* (2009), *DISSIDIA 012 FINAL FANTASY* (2011), *Theatrhythm FINAL FANTASY Curtain Call* (2014)

ARSENAL

BRAVERY ATTACKS

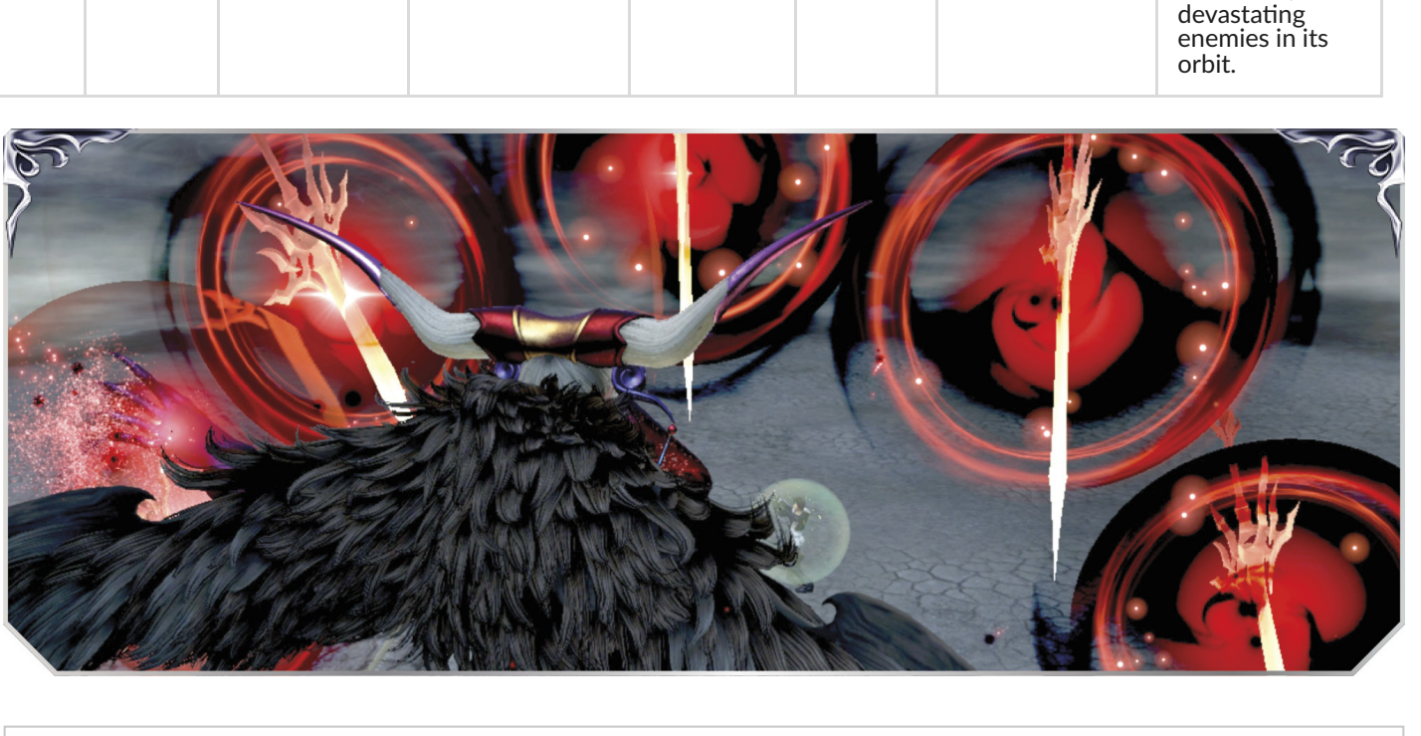
NAME	STATE	COMMAND	BRAVERY DAMAGE (NORMAL / MALEFICIUM / MALEFICIUM II)	RANGE (NORMAL / MAX)	MALEFICIUM GAIN PER HIT (1800 THRESHOLD)	CAPSULE DESCRIPTION
Relentless Blades	Grounded	● (hold)	25 / 27 / 30 (2 to 15 projectiles total)	3.5 / 4.0	80	Fire a train of crimson swords to pursue and pierce your foes into submission.
Arcing Axes	Grounded	↑ + ● (hold)	384 / 416 / 448 (1 to 3 projectiles)	4.0	1300	Fling massive axes at the enemy, inflicting heavy damage while dramatically boosting your Maleficium power.
Final Sentence	Grounded	↓ + ● (chargeable)	320 / 352 / 384	3.5 / 4.5	1300	Shower the opponent with a rain of dark lances from a distance.
Arrows of Rapture	Airborne	● (hold)	15 / 16 / 18 (3 to 26 projectiles)	3.5 / 4.0	50	Assault your enemy from the air with a barrage of azure blades.
Spears of Temperance	Airborne	↑ + ● (chargeable)	368 / 400 / 432	1.5 / 2.5	1300	Manifest a monstrous lance that pierces through your foe from mid-range.
Capering Axes	Airborne	↓ + ● (hold)	96 / 104 / 112 (1 to 4 projectiles)	3.5 / 4.0	325	Throw several hovering axes through the air that increasingly accelerate at the enemy, tracking and chopping them down.
Unerring Pikes	Dashing (Grounded)	●	368 / 400 / 432	3.0 / 3.5	1300	Summon a shockwave of rising spikes that chases and impales your enemy.
Protean Swords	Dashing (Airborne)	●	73x5 / 80x5 / 86x5	3.5 / 4.0	260	Form a phalanx of crimson daggers before you that, after a brief period, collapses on your target.

HP ATTACKS

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	MALEFICIUM GAIN PER HIT (1800 THRESHOLD)	CAPSULE DESCRIPTION
Great Attractor	Anytime	■	–	3.0	600	Unleash a planetesimal far in front of you. Draws in nearby enemies and explodes on contact.
Shockwave Pulsar	Anytime	■	–	0.5	600	Cause a large explosion directly over your head that injures a nearby opponent.
Hell's Judgement	Anytime	■	–	3.0	1300	Manifest a pillar of light at your opponent's position.
Apocalypse	Anytime	■	–	2.5	50	Cause light magic to rain down on an opponent from far away.

EX SKILL

NAME	STATE	COMMAND	BRAVERY DAMAGE	RECAST TIME	RANGE	MALEFICIUM GAIN PER HIT (1800 THRESHOLD)	CAPSULE DESCRIPTION
Maelstrom	Anytime	▲	448 / 544 / 640	60 seconds	4.0	1800 (all hits) 1300 (last hit only)	Conjure a storm of energy that pursues a target, then expands into a massive black hole, devastating enemies in its orbit.



MALEFICIUM MECHANICS

Ultimecia's Maleficium buffs make her a snowball-centric character who encourages an aggressive marksman playstyle, rewarding you with increased damage and range on most attacks. The following is an under-the-hood look at how her Maleficium "heat" gauge works.

There's a hidden Maleficium "heat" gauge that determines when your Maleficium buff is applied (and is an entirely separate entity from the buff displayed in your status effects).

Maleficium heat gauge is accrued by successfully dealing any kind of damage (see attack tables for precise values).

This hidden threshold value is set at 1800. Breaking this threshold activates Maleficium (or Maleficium II if you have Maleficium active) and resets the heat gauge back to 0/1800.

Maleficium II is downgraded to Maleficium when its 25 seconds are up and you don't successfully break the heat gauge threshold.

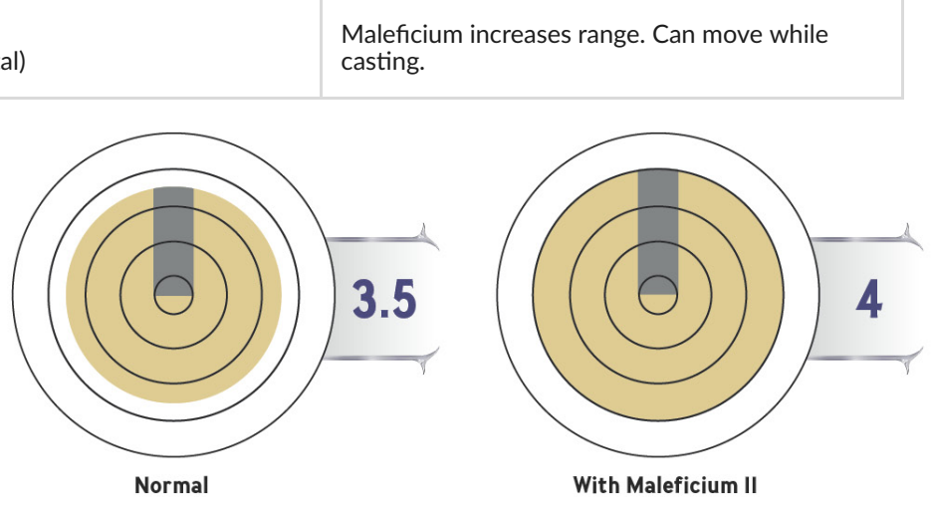
Breaking the threshold again while you're under the effect of Maleficium II refreshes its timer, resetting it back to a full 25 seconds.

Maleficium gauge constantly deteriorates over time, so in order to stay "hot," you're encouraged to keep up your barrage of attacks.

BRAVERY ATTACK BREAKDOWN

RELENTLESS BLADES

COMMAND	BRAVERY DAMAGE (NORMAL / MALEFICIUM / MALEFICIUM II)	NOTE
Grounded ● (hold)	25 / 27 / 30 (2 to 15 projectiles total)	Maleficium increases range. Can move while casting.



Ultimecia uses her sorcery to effortlessly fire a bevy of crimson blades from her palm that tracks and stuns enemies in place as they're riddled by the magical swords.

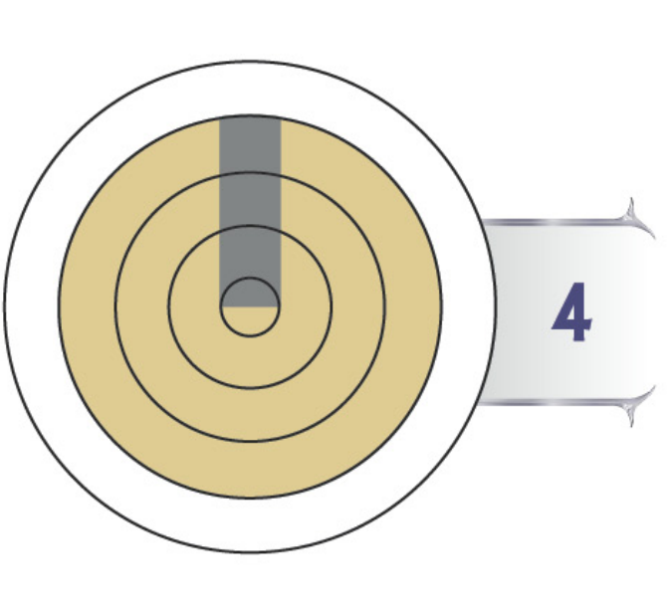
Relentless Blades, along with Arrows of Rapture, are Ultimecia's best tools for setting up team combos (if not her best attacks overall). Not only do the swords have a slight tracking property, but you can release up to fifteen of them by holding ●. As the swords collapse and begin hitting your target, the target is locked in place for a relatively long time by the hit reel, allowing teammates to capitalize with their own Bravery and HP Attack follow-ups.

Naturally, the threat of your rapid-fire swords makes you the top priority for the enemy team, so much of your gameplay revolves around getting into safe positions to deliver your barrage of attacks.

The damage and maximum range of this attack increase when you gain the Maleficium buff, which rewards your successful strikes with an even more effective support utility.

ARCING AXES

COMMAND	BRAVERY DAMAGE (NORMAL / MALEFICIUM / MALEFICIUM II)	NOTE
Grounded ↑ + ● (hold)	384 / 416 / 448 (1 to 3 projectiles)	Maleficium increases explosion radius. Can move while casting.



Ultimecia callously flings several axes at her target, dealing great damage in a small area and knocking enemies in its blast a short distance.

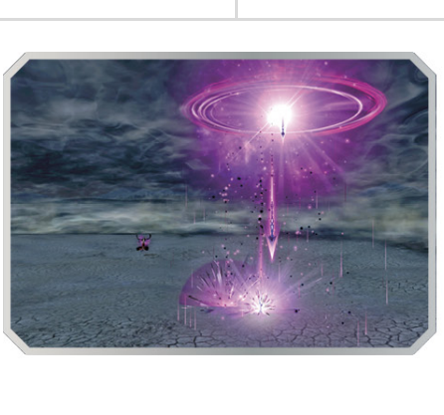
These axe flings have an unpredictable flight pattern, but each successful hit deals an incredible amount of damage while boosting your Maleficium gauge by an inordinate amount compared to her Relentless Blades and Arrows of Rapture attacks. So while they're difficult to hit with, the payoff scales with the risk.

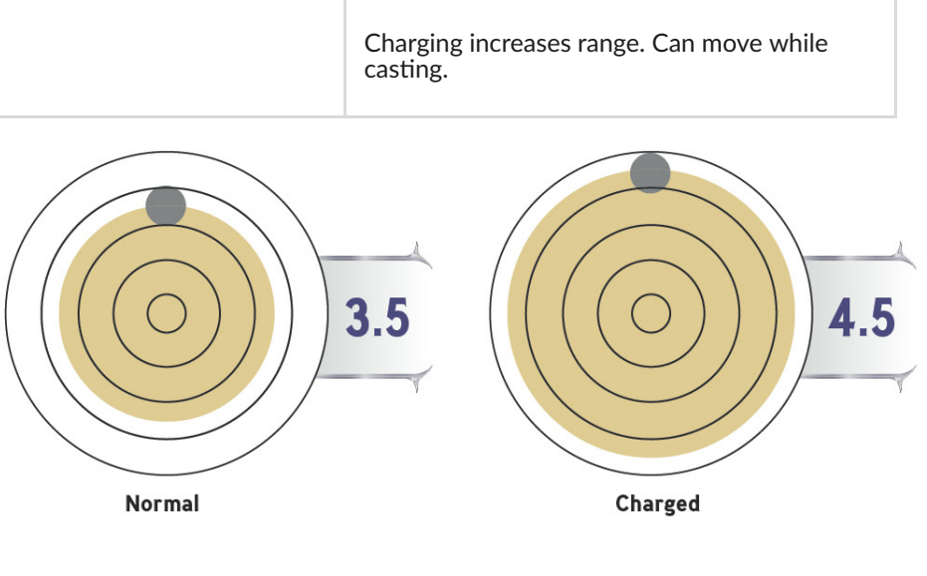
Arcing Axes is generally best saved for following up a teammate's opening rather than as an opener itself. Since its trajectory can be wild (even potentially missing against stationary targets), it's unreliable in many situations. However, its explosion on impact can potentially hit multiple foes near your target.

While under the Maleficium buff, the explosive effect increases, impacting a larger area.

FINAL SENTENCE

COMMAND	BRAVERY DAMAGE (NORMAL / MALEFICIUM / MALEFICIUM II)	NOTE
Grounded ↓ + ● (hold)	320 / 352 / 384	Charging increases range. Can move while casting.





Ultimecia summons a portal directly above her foe, unleashing a devastating rain of lances.

Final Sentence is a projectile attack with a bit of a twist. The portal you summon has a slight tracking property after its cast and moves toward the targeted enemy as the lances fall from it.

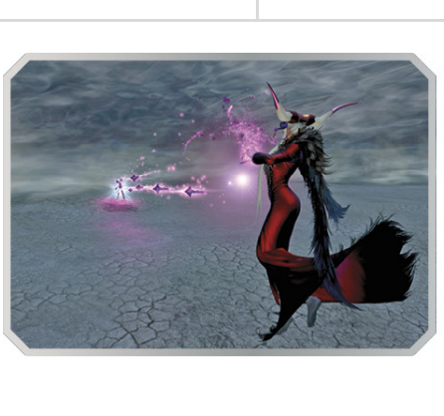
Like Arcing Axes, Final Sentence deals massive damage and rewards a great amount of Maleficium gauge on hit. However, like Arcing Axes, it's not an attack you can use on the fly in most standoff situations. Your best chance of landing this attack is against unsuspecting foes who are preoccupied fighting your allies, though this opportunity may be rare—as the main damage-dealing threat on the team, you're likely to be where all the action is.

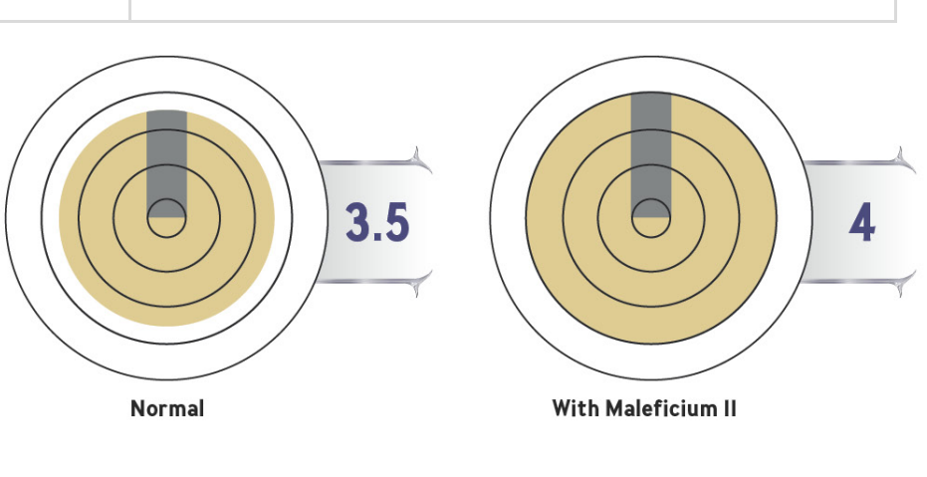
If you can pull it off, especially against clumped-up enemies or an opponent pinned to the wall, this rain cloud of lances can hit multiple times, with each hit dealing over 300 Bravery damage.

Charging this attack increases its maximum range. The longer you charge it, the farther out you can summon the portal.

ARROWS OF RAPTURE

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ● (hold)	15 / 16 / 18 (3 to 26 projectiles)	Maleficium increases range. Can move while casting.



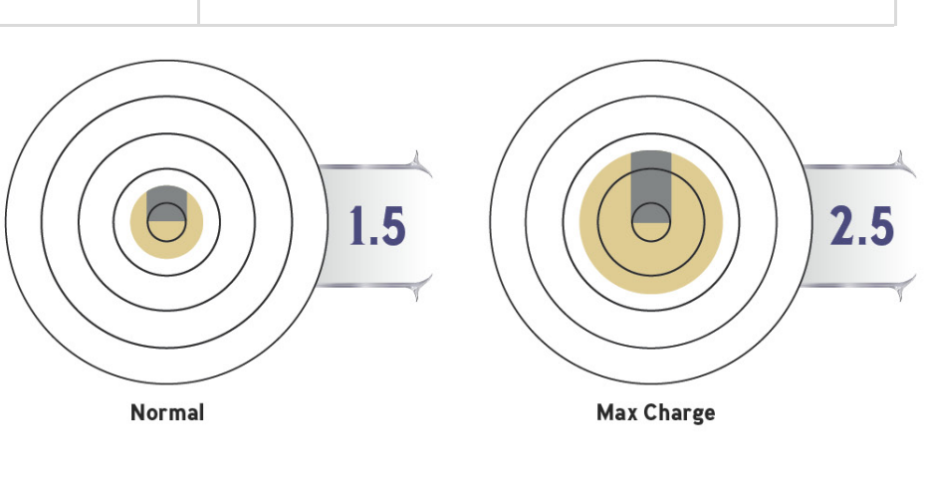


From the air, Ultimecia unleashes an onslaught of piercing daggers at her foe.

Arrows of Rapture is much like her grounded neutral ● attack, dealing similar damage and providing the same kind of lockdown utility. Hold ● to fire additional projectiles, up to a maximum of 26.

SPEARS OF TEMPERANCE

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ↑ + ● (chargeable)	368 / 400 / 432	Charging increases range. Can move while casting.



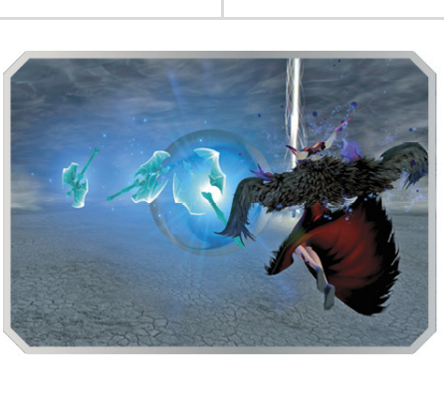
Ultimecia gathers up a powerful force, then swiftly launches a giant spear that impales her foe at mid-range.

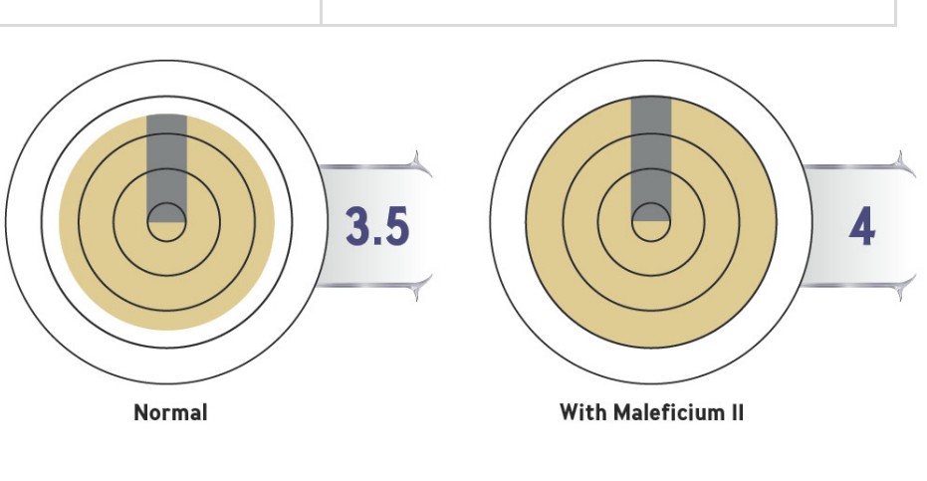
Spears of Temperance has the shortest range out of all of Ultimecia's Bravery Attacks. But what it lacks in reach, it makes up for with travel speed. Its main strength is as a defensive tool to quickly punish enemies approaching you head-on. Since most of your moves have relatively long start-up times, your opponents are likely to advance on you directly if you give them the opportunity.

Spears of Temperance can be used as a preemptive counterattack. You can essentially bait enemies into an impaling lance. For example, if you notice one of your opponents targeting you and are about to make a direct engagement, charge up your ↑ + ● and then release as soon as they're in range. Because the spear travels so quickly upon release, it's extremely difficult to guard and sidestep on reaction.

CAPERING AXES

COMMAND	BRAVERY DAMAGE (NORMAL / MALEFICIUM / MALEFICIUM II)	NOTE
Airborne ↓ + ● (hold)	96 / 104 / 112 (1 to 4 projectiles)	Maleficium increases range. Can move while casting.





While airborne, Ultimecia hurls several axes at her target that travel slowly at first, then increasingly accelerate in pursuit of the enemy.

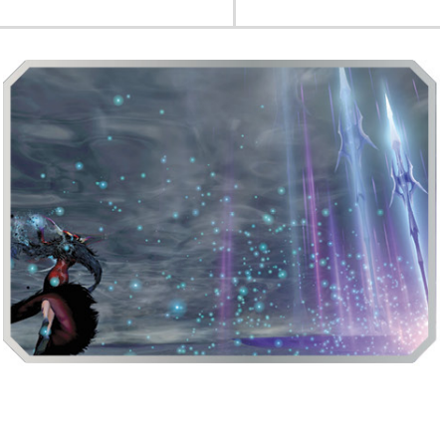
Capering Axes may look like Arcing Axes but is significantly different, with unique acceleration and trajectory properties. The axes hover briefly in front of you, then they find and fly toward your target, increasing in speed over time.

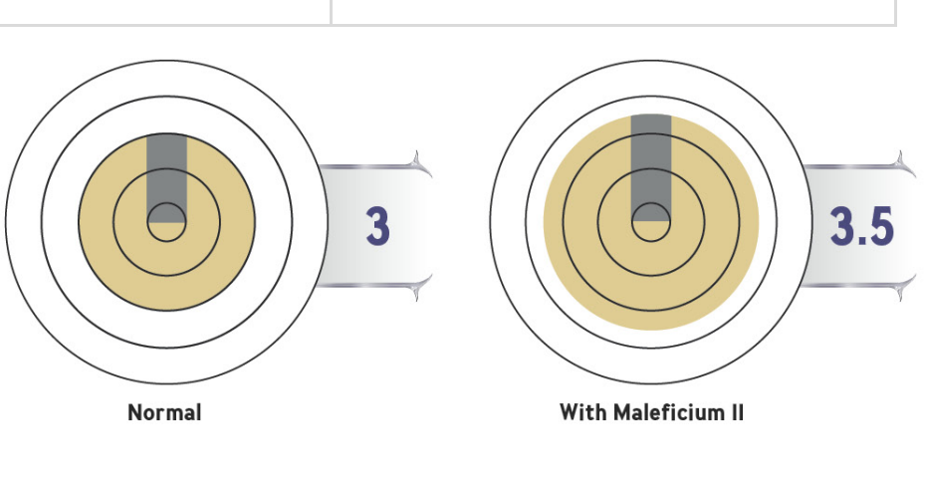
Its speed and tracking effect separate it from Arrows of Rapture in a subtle way; while both are tracking projectiles, Capering Axes' slower travel speed gives it a better turn rate against enemies dashing laterally. Additionally, there's a slight knockback effect on hit that creates space between you and your aggressor.

Arrows of Rapture is generally preferred as a lockdown tool for team combos, thanks to its rapid multi-hit property, but Capering Axes can also be used to set up combos, just not as easily.

UNERRING PIKES

COMMAND	BRAVERY DAMAGE (NORMAL / MALEFICIUM / MALEFICIUM II)	NOTE
Dashing (Grounded) ●	368 / 400 / 432	Maleficium increases range. Can move while casting.





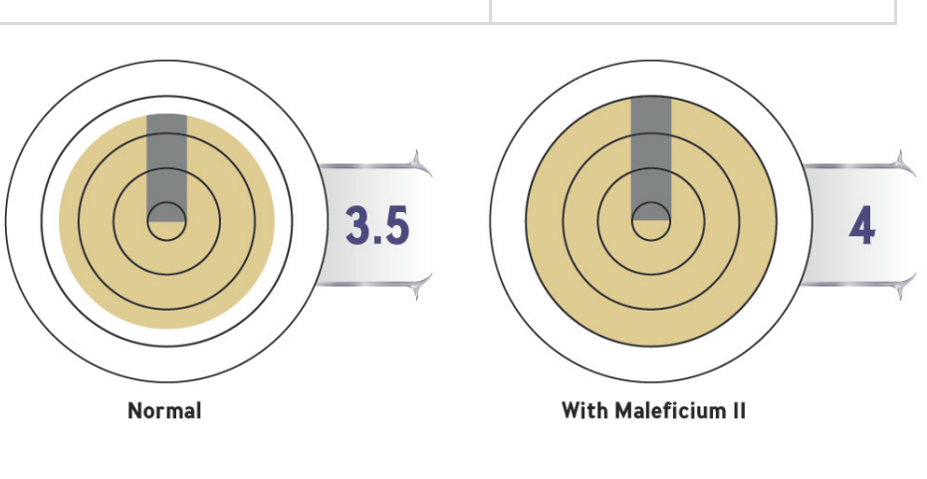
Ultimecia releases a shockwave of successive rising spikes that chases and impales her foe, whether they're grounded or airborne.

Ultimecia suffers from a lack of mobility options, but that doesn't mean she's defenseless. Unerring Pikes is a strong defensive tool, thanks to its speed, knockback effect, and, most of all, its incredible vertical-tracking property. Aggressors approaching from the air have to respect your Unerring Pikes, as it's difficult to sidestep on reaction once it's released.

Its drawback is that it can only be performed while grounded, since Ultimecia has a separate airborne dashing ● attack—one that fulfills an entirely contrasting purpose—so be mindful of your current air and ground positioning while dashing before you commit to a dashing attack.

PROTEAN SWORDS

COMMAND	BRAVERY DAMAGE (NORMAL / MALEFICIUM / MALEFICIUM II)	NOTE
Dashing (Airborne) ●	73x5 / 80x5 / 86x5	Maleficium increases range.



Ultimecia summons a crown of swords in front of herself that levitates before her. After several seconds, the phalanx of blades is deployed, shredding foes in its path.

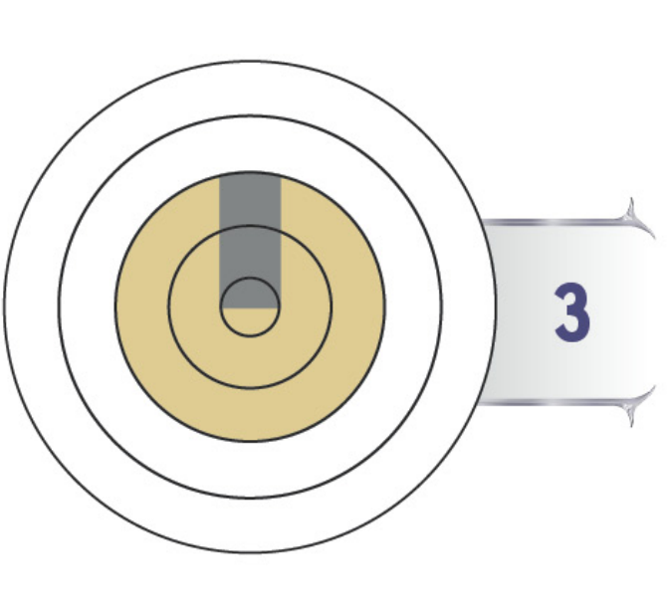
Protean Swords is a particularly unconventional Bravery Attack. Its start time is extremely long, leaving you vulnerable to attack while summoning the blades. Although the damage, speed, range, and trajectory of the deployed swords aren't incredibly impressive compared to some of Ultimecia's other attacks, Protean Swords does serve a unique purpose in your arsenal as a trap-type attack.

Once you've created the formation of swords, they fire regardless of whether you're hit afterward. Essentially, you can use Protean Swords to preemptively set up a retaliation attack against a target. For instance, if you're dashing away from an enemy who's dashing after you, you can deploy Protean Swords, then continue dashing away from the enemy. If they choose to continue their pursuit, the formation of swords (that's now behind you and the enemy), will eventually fire at the enemy's rear, punishing their pursuit.

HP ATTACK BREAKDOWN

GREAT ATTRACTOR

COMMAND	BRAVERY DAMAGE	NOTE
■	–	Draw-in range: 0.5. Can move while casting.



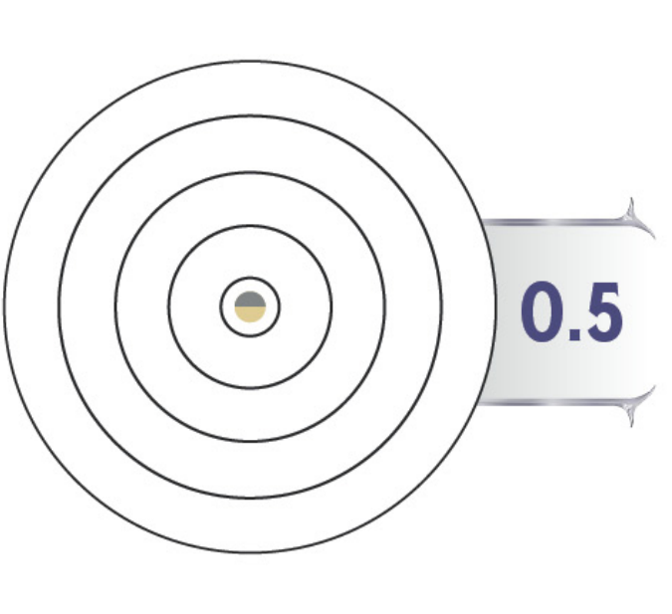
Ultimecia sends out an enormous planetesimal that pursues her target for a short time before emanating a stationary gravity field, pulling in nearby enemies before exploding. If the initial sphere makes contact with an enemy before its gravity-pull phase, it explodes immediately.

Great Attractor is a slow projectile with a slight tracking effect. Its travel speed makes it relatively easy to avoid, but also makes it an excellent zoning tool for clearing space in front of you, due to the large area of effect of its gravitic pull.

Use Great Attractor for its crowd-control effect and to punish opponents thronging an area. Otherwise, one of the other HP Attacks may be preferable in terms of effectiveness in landing HP damage.

SHOCKWAVE PULSAR

COMMAND	BRAVERY DAMAGE	NOTE
■	–	Draw-in range: 0.5.



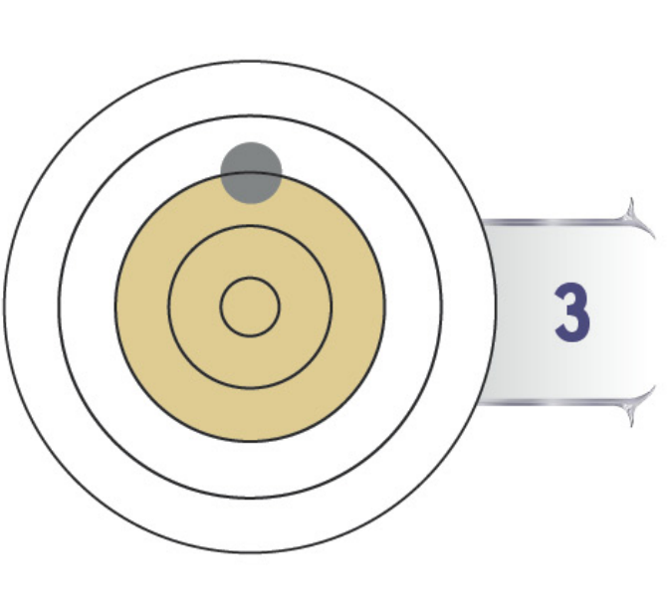
Ultimecia summons a black hole directly above herself, punishing her aggressors by forcing them into a radiant burst of energy that hurls them away to mid-range.

This is one of Ultimecia's strongest defensive utilities, thanks to its large area of effect and persistent hit effect, as it can damage enemies for a short period after the burst.

Since you're likely to be the main target of the opposing team's assassin, Shockwave Pulsar is highly recommended if you need another ability to defend yourself with.

HELL'S JUDGEMENT

COMMAND	BRAVERY DAMAGE	NOTE
■	–	–



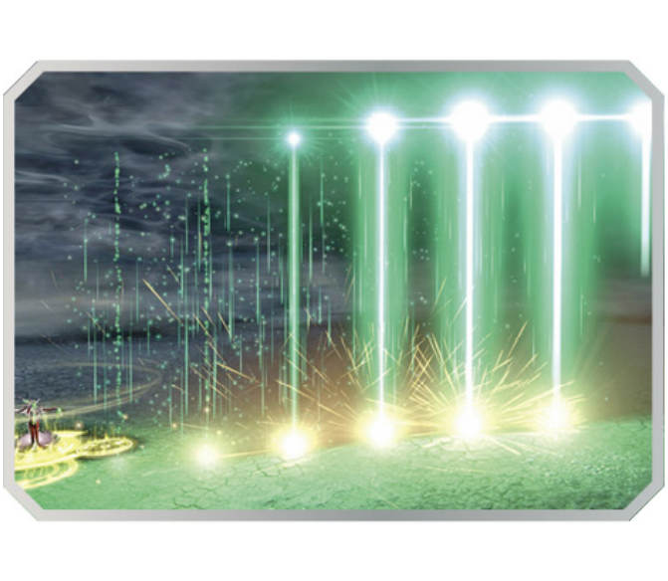
Ultimecia opens a massive portal beneath her foe that fires a blinding beam of light toward the sky, devastating all enemies within its radius.

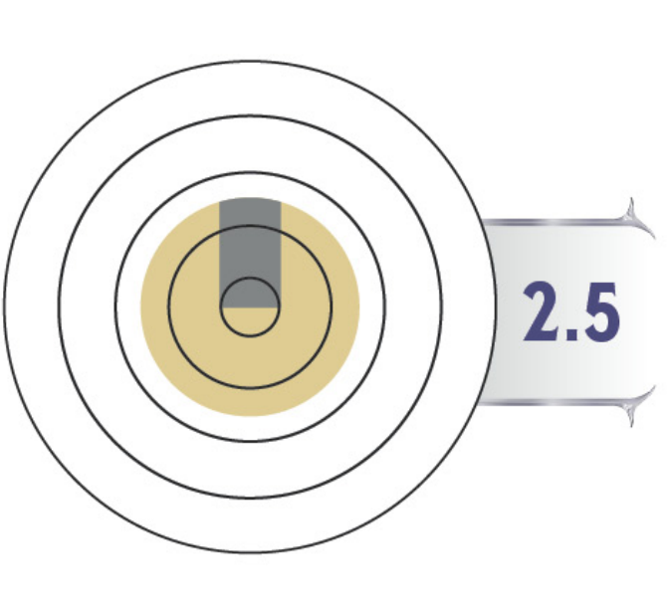
Hell's Judgement is a long-range attack with an incredibly large area-of-effect range. It's best used on groups of enemies or as a follow-up attack to openings provided by your team.

Its slow start-up and obvious telegraph generally make it difficult to land on mobile opponents Please replace with "since they'll likely avoid it if they're already on the move. Its main advantages are in its range and size, but it can be difficult to use while under attack.

APOCALYPSE

COMMAND	BRAVERY DAMAGE	NOTE
■	–	–





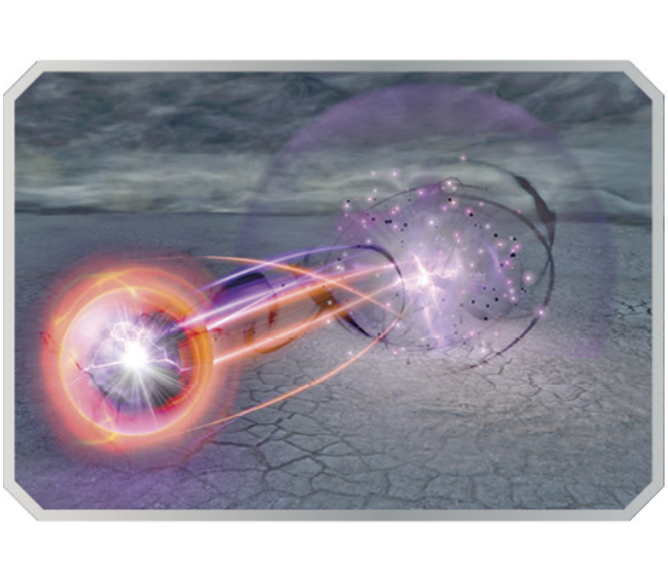
Ultimecia uses light magic to send forth successive pillars of radiating light that chase her target, launching them into the sky and out of commission.

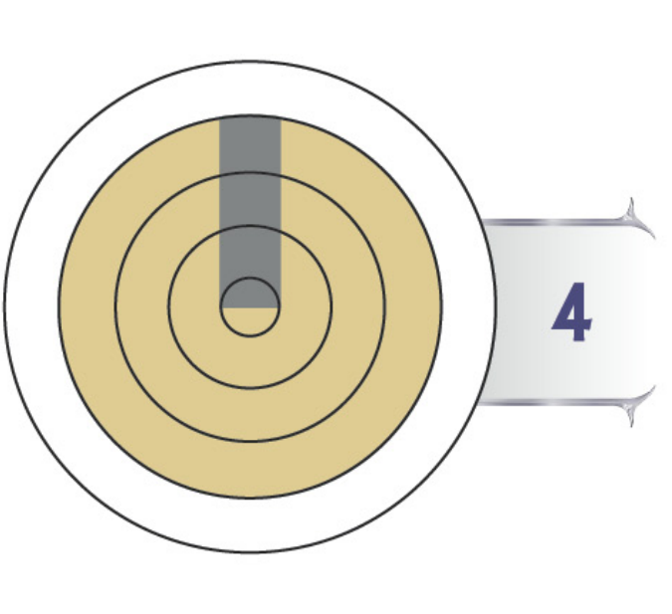
This attack boasts an impressive vertical-tracking property, excellent for dealing with enemies from both air-to-ground and ground-to-air situations. It makes for a superb complementary offensive and defensive tool and is recommended for a balanced playstyle. While Shockwave Pulsar is purely defense-oriented, Apocalypse is a bit more flexible with its range and can be used offensively to deal HP damage to foes at mid-range.

EX SKILL BREAKDOWN

MAELSTROM

COMMAND	BRAVERY DAMAGE	RECAST TIME	NOTE
▲	448 / 544 / 640	60 seconds	Damage and persistence increase with Maleficium level. Can move while casting. Instantly grants one level of Maleficium if all hits connect.





Ultimecia casts a gravity-based sphere at her foe. As it collides with the enemy, it manifests into an enveloping black hole that pulls in and swallows nearby opponents for a short time before detonating.

Maelstrom is a long-range projectile that, when it reaches its range limit or connects with its target, turns into a multi-hit area-of-effect attack with draw-in properties.

It's by far Ultimecia's strongest source of Bravery damage in terms of range, damage, and size. It also grants a full Maleficium level if all of its hits connect. However, it's on a 60-second recast timer, so it's best used when you can make it count—ideally when multiple opponents are grouped up or when they're occupied fighting your teammates. While it's similar to Great Attractor, Maelstrom is notably faster and sports a farther maximum range before its black hole effect.

BATTLE PLAN

While your primary role as Ultimecia is a straightforward one of dealing as much damage as possible from range, learning how to create space between you and your foes—along with understanding which attacks to use defensively—is crucial to your effectiveness, as Ultimecia has limited mobility options. Thus, she makes for an excellent character to pick for learning how to evade aggressors, since you're forced to use only the basic sidestepping and dashing techniques.

Ultimecia's greatest assets to the team are her grounded and airborne neutral ● attacks (Relentless Blades and Arrows of Rapture). These rapid-fire sword projectiles are premier attacks for locking down enemies and opening team combo opportunities, so much of your game plan should revolve around setting up teammates with these two heavy hit-stun attacks.

However, your opponents won't let you freely shoot them from range, so a large portion of your battle plan depends on intelligent movement and defensive play. Work with your teammates; stay near your vanguard as often as you can, since they're your main line of defense, and at the same time sneak in ranged shots to help your assassin open up enemy defenses.

If you're forced to fend for yourself, Ultimecia has a few defensive attacks available that are designed to deflect aggression. Grounded dashing ● (Unerring Pikes), Apocalypse, and Shockwave Pulsar all serve well in this regard. Sending out a direct pillar attack from a grounded dash is a great way to keep aggressors in check, forcing them to either sidestep or take damage if they approach you head-on. For aerial defense, use airborne ↑ + ● to take a quick stab at oncoming foes at close range, or one of your defense-oriented HP Attacks if you have one equipped. As always, remember to evasion cancel all of your projectile attempts to minimize your vulnerability.

Although Relentless Blades and Arrows of Rapture are your bread-and-butter attacks, Ultimecia's grounded ↑ + ● (Arcing Axes) can be used in scenarios in which you can capitalize on a teammate's opening. If you have sufficient breathing room, go for a grounded ↓ + ● (Final Sentence) to devastate enemies locked down by your teammates. These power attacks deal massive Bravery damage while dramatically boosting your Maleficium gauge, especially if you can score multiple blows with one cast (in specific corner scenarios, Final Sentence can ramp up an entire Maleficium level instantly).

Ultimecia is the ultimate mortar cannon with a snowball-centric mechanic. As a pure offense-oriented marksman, she provides immense firepower and utility to the squad with her sword and pillar projectiles. As she successfully scores hits on enemies, her firepower is enhanced, fostering a playstyle that rewards ranged aggression and accuracy.

GALLERY

APPEARANCE

Phantasmal Garment

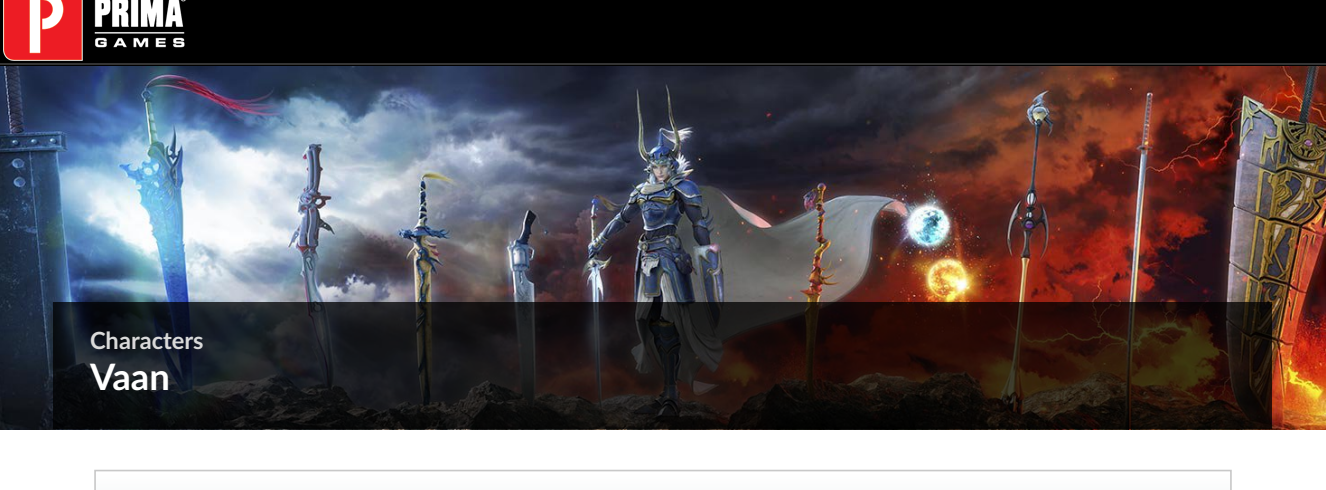
Edea's Corpse

WEAPONS

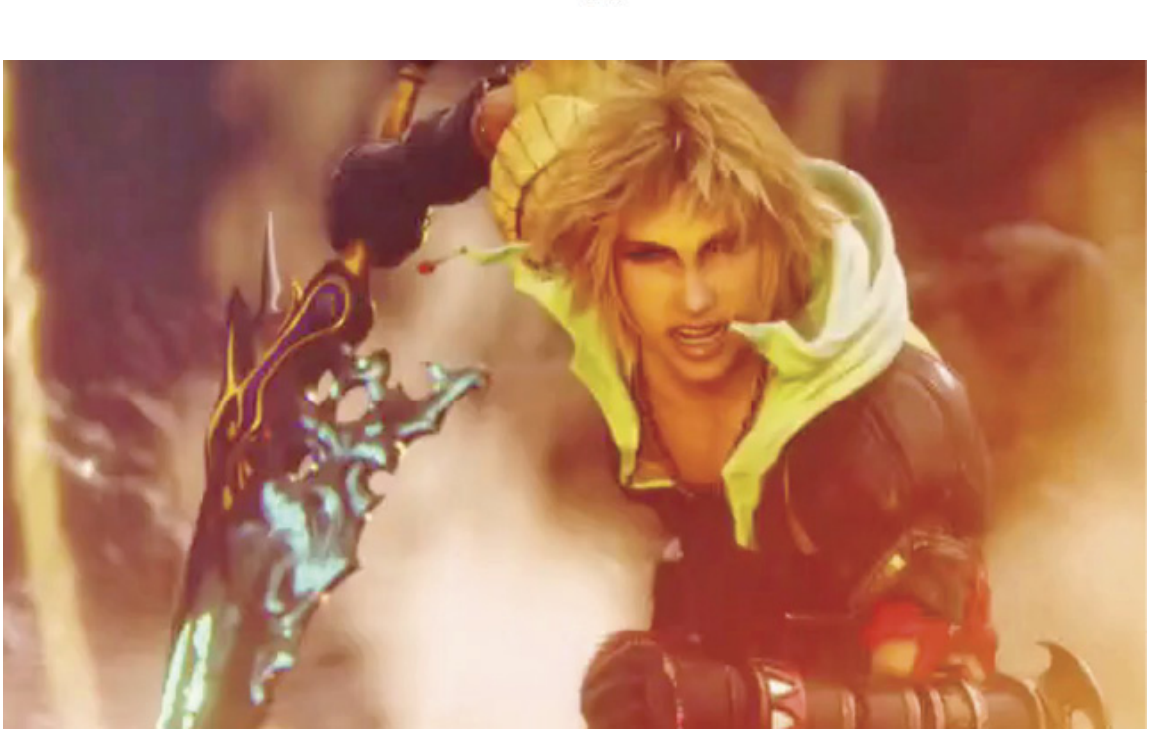
Witching Hour

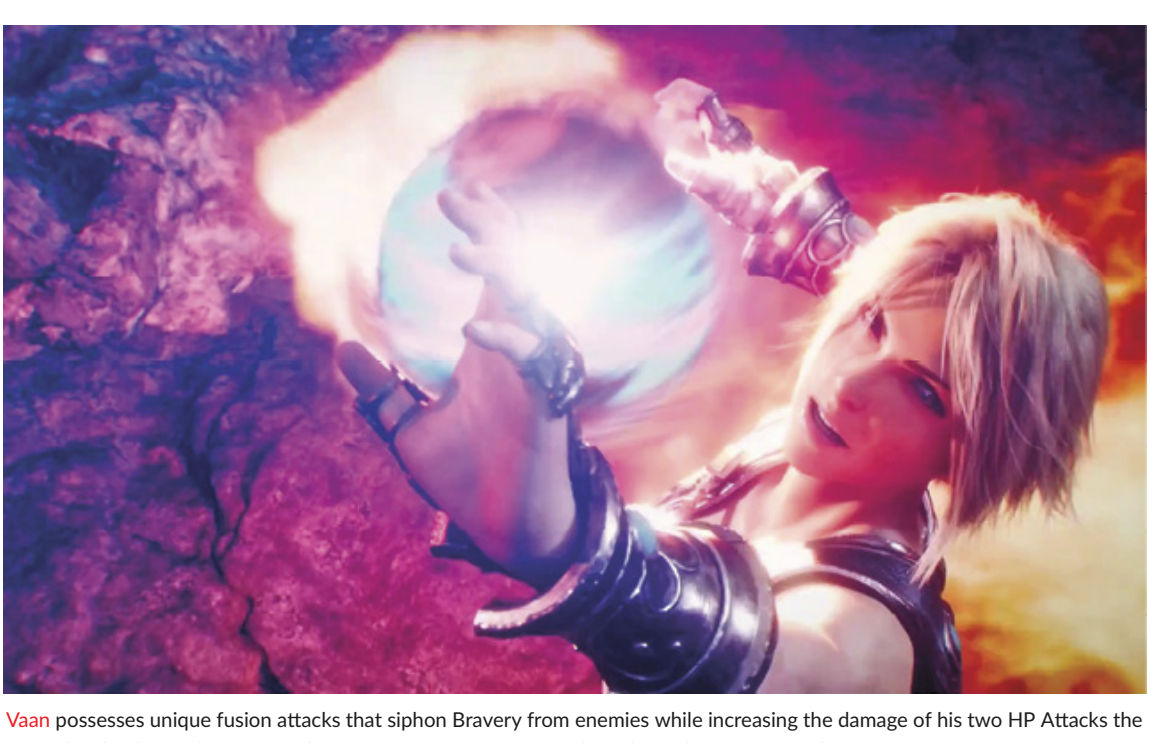
Nightmare

Grandeur



SPECIALIST



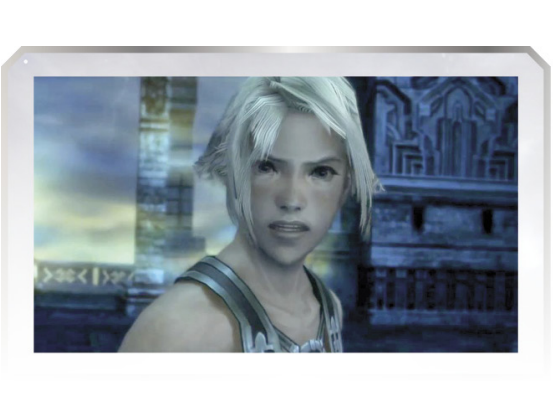


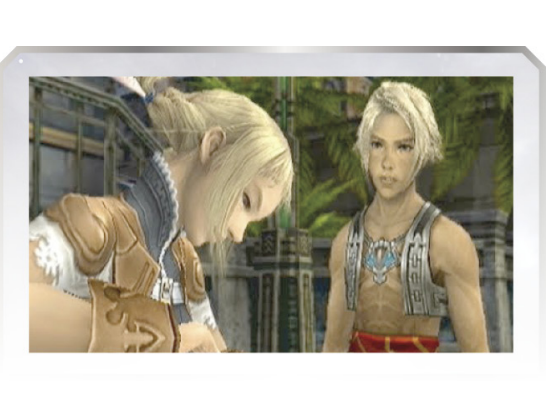
Vaan possesses unique fusion attacks that siphon Bravery from enemies while increasing the damage of his two HP Attacks the more they land. Inundate foes with wave after wave of HP Attacks to keep them from treading water.

Original Appearance: *FINAL FANTASY XII*

Year: 2006

Role: This petty thief raised in Rabanastre's slums fancied himself a dashing sky pirate, master of his destiny, but was just a kid trapped in circumstances far bigger than he understood. In the tumultuous times following the end of his homeland's sovereignty, he and his pal Penelo were a step away from destitution. And yet his self-image came true nonetheless, as fortune swept them up into world-historic events involving real sky pirates and his homeland's rightful ruler-in-hiding!





Other Noteworthy Appearances: *FINAL FANTASY XII: Revenant Wings* (2007), *FINAL FANTASY TACTICS A2: Grimoire of the Rift* (2008), *DISSIDIA 012 FINAL FANTASY* (2011)

ARSENAL

BRAVERY ATTACKS

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Steel Trinity	Grounded	● > ● > ●	80, 96, 176 (352)	0.5	Slash your foe with your sword three times.
Thunder	Grounded	↓ + ●	288	3.0	Cause a line of lightning bolts to descend in your enemy's direction.
Steel Triumvirate	Airborne	● > ● > ●	80, 96, 176 (352)	0.5	Slash your opponent with your sword three times.
Fire	Airborne	↓ + ●	288	3.0	Cast a fireball that pursues your foe.
Dervish	Dashing (Grounded & Airborne)	●	64, 64, 96, 160 (384)	1.0	Charge in and attack with your sword, then send your opponent flying with a kick.

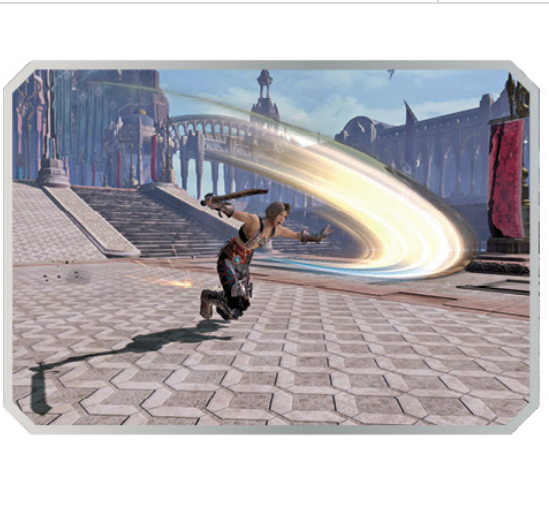
HP ATTACKS

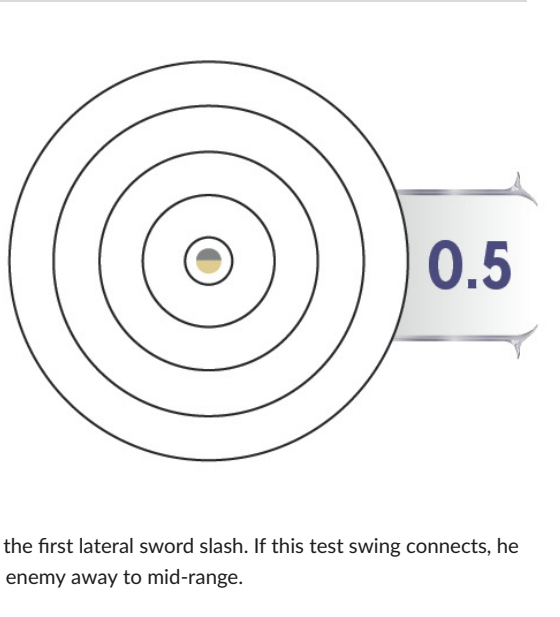
NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Red Spiral	Anytime	▣ / ↓ + ▣	48x3 (144)	0.5	Generate a spiral that engulfs any foes directly in front of you.
White Whorl	Anytime	▣ / ↓ + ▣	—	1.0	Release a tornado that draws in any enemies in its path.
Pyroclasm	Anytime	▣ / ↓ + ▣ (chargeable)	128, 64x9 / 144, 64x9 / 160, 64x9	2.0 / 2.5 / 3.0	Let loose a volatile ball of flame.
Azure Torment	Anytime	▣ / ↓ + ▣	128	0.5	Freeze enemies with a chilling attack. Reduce attack power and defense on hit.
Calamitous Orb	Anytime	▣ / ↓ + ▣	—	4.0	Release a magic orb that continually attacks as it pursues the target.
Earthen Eruption	Anytime	▣ / ↓ + ▣	—	1.0	Create a barrier, then push the enemy back if it successfully counters a Bravery Attack.

BRAVERY ATTACK BREAKDOWN

STEEL TRINITY

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ● > ● > ●	80, 96, 176 (352)	—





Vaan passes the blade left to right across the front of his body for the first lateral sword slash. If this test swing connects, he can follow up with two more slashes, the last of which knocks the enemy away to mid-range.

Because Vaan's range and Bravery damage output are lower than average, this sequence isn't suited for proactive grounded offense while running around. Steel Trinity's purpose is as a line of defense when adversaries approaching Vaan get inside the range of his Thunder spell, threatening him with their own melee strings. Steel Trinity helps fend off aggressors, along with prudent guarding and sidestepping.

If you use a grounded dash to move in close to enemies on foot, releasing R1 and then tapping ● to start Steel Trinity is much faster to hit than continuing to hold R1 and pressing ● for Dervish. Dervish is much farther-reaching if you're not dashing quite so close, but it's slower and attacks in a straight line, making it easier for enemies to evade.

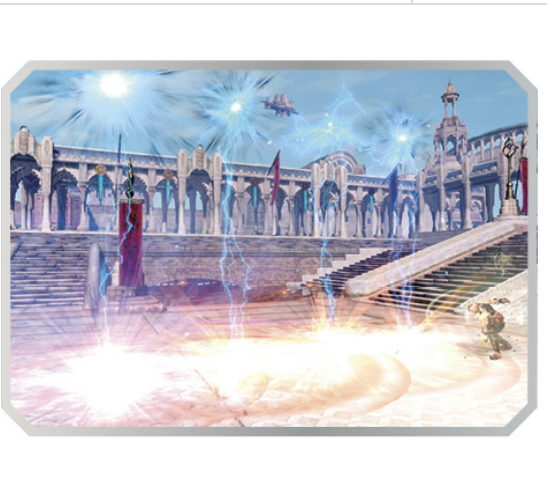
Vaan's poise on melee combos is like an assassin's, so you can expect to overpower marksman attacks, clash with assassins, and be bullied by vanguards. Finishing the full combo to knock the foe away gives Vaan back his breathing room and can score a wall hit. If allies are nearby, carrying out two hits and forgoing the final slam can set them up to continue the combo, if they're quick. If you're equipped with the Earthen Eruption HP Attack, you can also try using just one or two hits and intentionally breaking off the combo, baiting the foe to perhaps react with immediate attacks of their own and thus play right into your hands by giving you predictable counter timing.

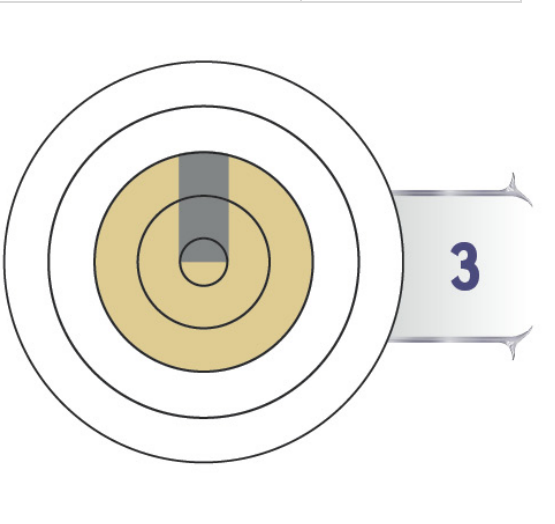
EX SKILLS

NAME	STATE	COMMAND	BRAVERY DAMAGE	CAPSULE DESCRIPTION
Dreadnought	Anytime	Hold J	—	While holding ▲, your Bravery gradually increases. Once you release it, your Bravery stays at that value for a period of time.
Luminescence	4-6 HP Attacks landed	—	Varies	Adds Luminescence effect to successful HP Attacks.
Black Hole	7+ HP Attacks landed	—	Varies	Adds Black Hole effect to successful HP Attacks.

THUNDER

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ↓ + ●	288	—





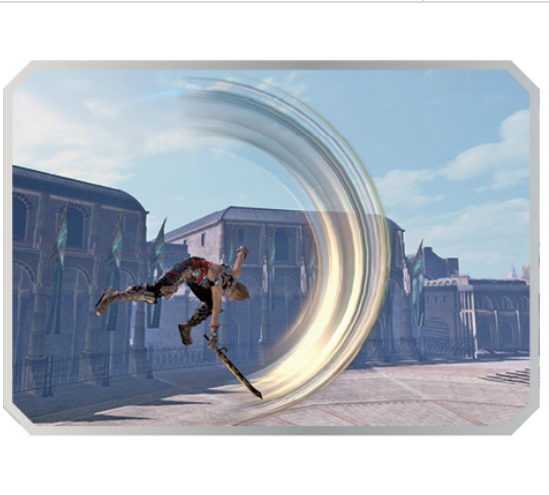
One arm outstretched at the sky, Vaan gathers magick strength before calling down the thunder. Bringing his hand down, Vaan sets off a chain of fast lightning bolts that speed toward the target in a tight vertical corridor.

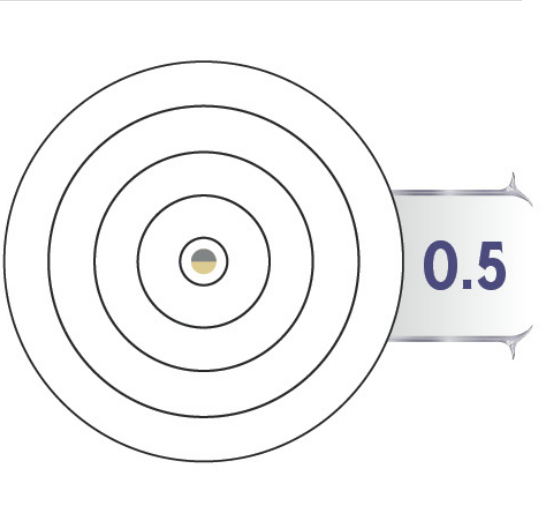
Bravery Attacks aren't Vaan's forte, but this is the best available to him. It has good range, tracking, and speed, allowing him to engage groups and marksmen at mid-range without putting himself at immediate risk. When joining fights in progress, successful Thunder hits will pop enemies helplessly into the air, giving your teammates a brief combo opening. However, beware that Thunder has low projectile durability, and will be overpowered by most marksman attacks. In front of Vaan, it's only an immediate deterrent to melee assailants.

The Bravery damage output isn't great, but that's not the point for Vaan anyway. When there aren't good openings for HP Attacks, this is Vaan's best move.

STEEL TRIUMVIRATE

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ● > ● > ●	80, 96, 176 (352)	—





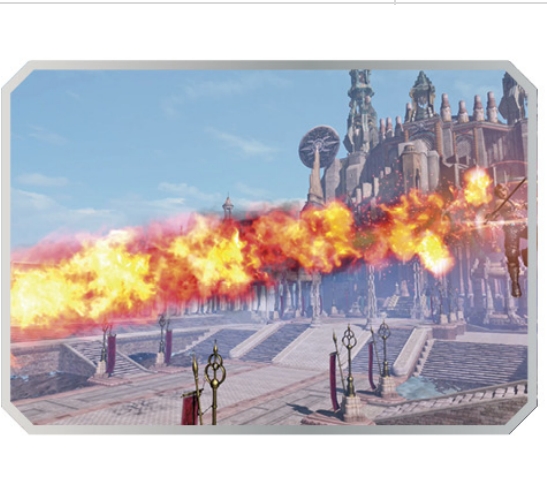
Vaan somersaults forward with a crescent-shaped sword slice that begins with the sword aimed up before falling in front of him, ending pointed straight down. On contact, he swipes the sword back up, setting up the flipping finishing blow that knocks enemies back well into mid-range.

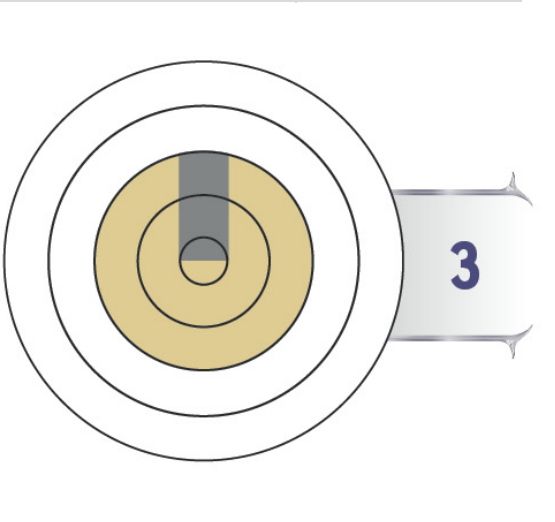
Although the range is unexceptional, Vaan covers the space just above and below him during the first swing. This means he doesn't have blind spots swordfighting in mid-air, just short reach. Steel Triumvirate is more useful in general than Steel Trinity, foremost because it's available in mid-air, not merely plodding around on the ground.

When using neutral R1 to chase dashing or jumping enemies, get in the habit of waiting a split second longer before initiating melee Bravery Attacks compared to other assassin types, who tend to have longer mid-air reach. Release R1 before hitting ● for this combo instead of Dervish, the dashing attack, which is slower to hit.

FIRE

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ↓ + ●	288	—



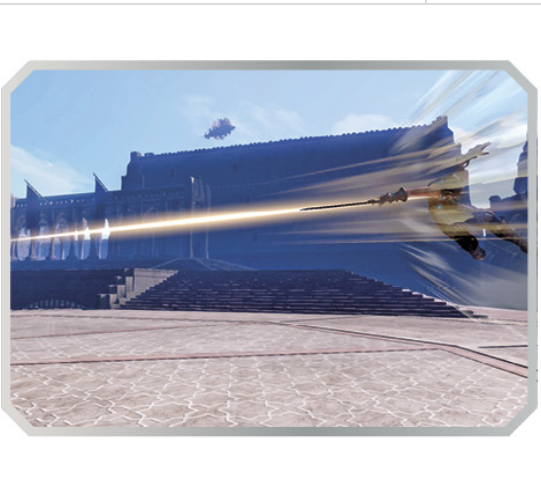


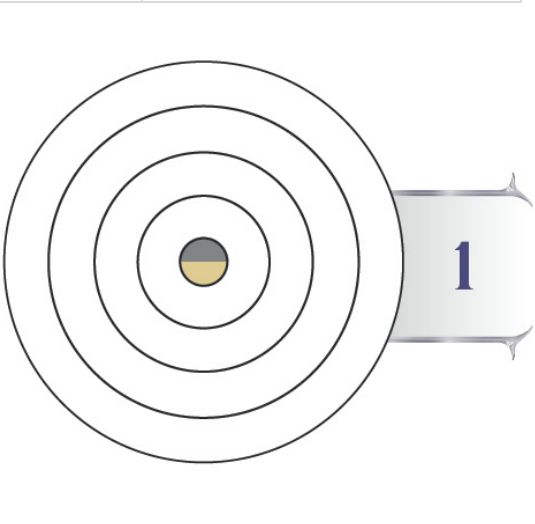
Instead of rushing in headstrong with his sword, Vaan casts a standard Fire spell, launching a fireball at the foe.

Like Thunder, Fire has decent homing ability. The speed and range are good too. Fire is inferior to Thunder in surface area; a single fireball just isn't as big as a series of lightning pillars, so it's less likely to score lucky glancing hits. It's also slightly slower to cast than Thunder. Still, in the air, it's Vaan's best stalling ranged option, even if it has low poise against enemy projectiles. It's great to deter onrushing physical attackers, but it won't help Vaan against dedicated marksmen.

DERVISH

COMMAND	BRAVERY DAMAGE	NOTE
Dashing (Grounded & Airborne) ●	64, 96, 160 (384)	Cannot be dash canceled.





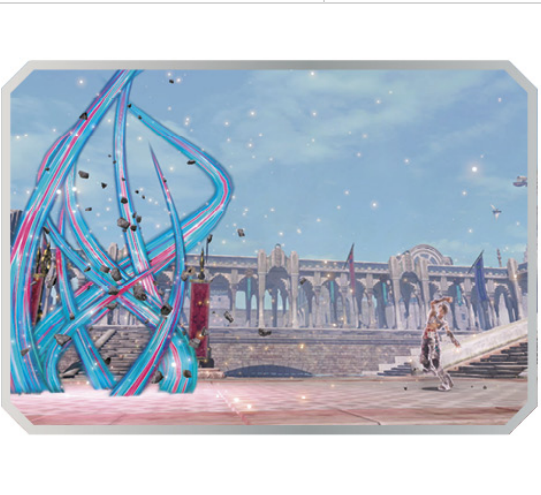
Vaan emerges from a dash with sword arm extended, the blade pointed straight ahead. He slides a good distance like this, fishing for a hit. If the point connects, he automatically transitions into a two-hit follow-up that bashes the recipient away, tumbling.

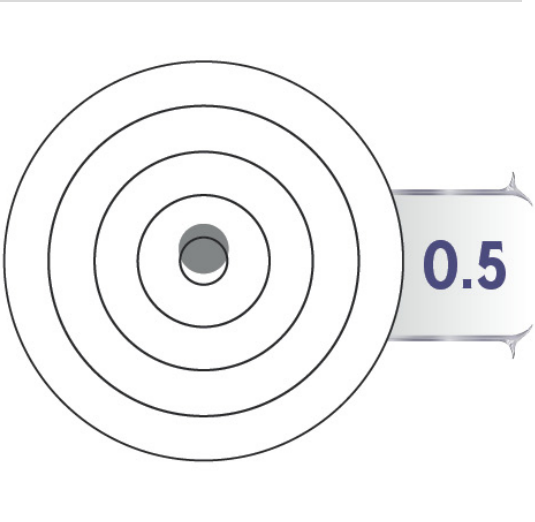
Of his melee Bravery Attacks, Dervish is the slowest to start up, but it has the longest range by far. It's a good option for chasing down other fliers high above the ground, and for diving directly into the fray aggressively. It's easier to sidestep than Steel Trinity/Triumvirate, though, with no lateral swipe at the beginning.

HP ATTACK BREAKDOWN

RED SPIRAL

COMMAND	BRAVERY DAMAGE	NOTE
▣ / ↓ + ▣	48x3 (144)	—



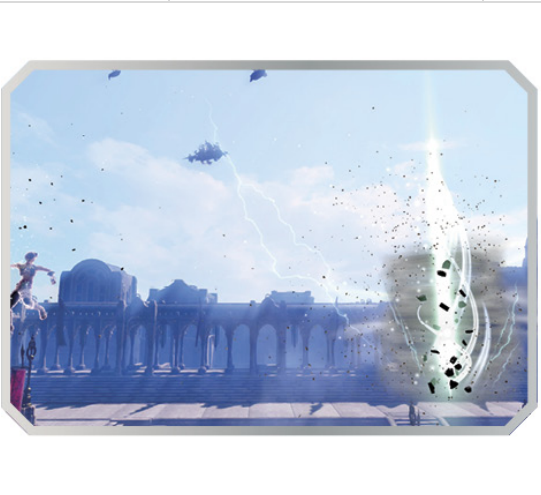


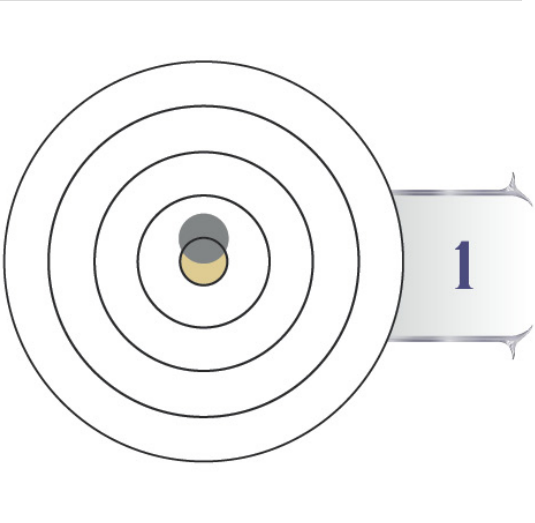
Vaan calls forth a swirling pattern of energy that courses in a tall column in front of him. Opponents caught inside the spinning energy are lacerated several times with minor Bravery damage before being spat out the top violently, HP diminished.

Vaan centers the energy column as far away as halfway to the first minimap circle, to which the pillar's radius almost extends. Among his close-range attacks, Red Spiral outranges everything except Dervish. The pillar is also tall enough to clip the feet of double-jumpers if used at ground level, giving it better vertical coverage than other attacks. Triple-jumpers can still clear Red Spiral's energy column, so watch out.

WHITE WHORL

COMMAND	BRAVERY DAMAGE	NOTE
▣ / ↓ + ▣	—	Draw-in range: 1.5. 7.5 second duration.





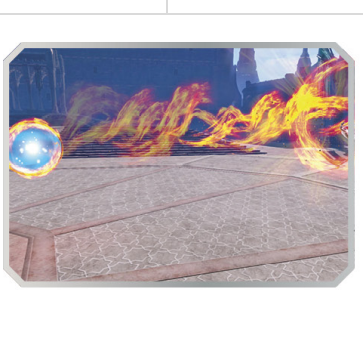
Vaan channels magickal energy to create a fierce local windstorm. The tornado moves away from Vaan a little bit while growing in height, stabilizing in one place after a couple seconds, where it whirls violently till it blows itself out.

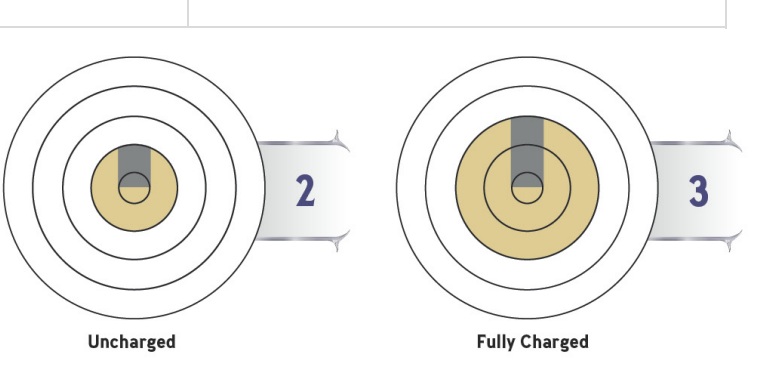
White Whorl isn't fast enough to use as a direct attack, and it doesn't travel very far. However, it does last a long time, almost seven and a half seconds, and the gale-force winds give it unsurpassed draw-in range. Laying down this HP Attack helps ensure that your team's position is bolstered. White Whorl is just as much a threat to the two enemies you didn't target as to the one you did, since anyone might inadvertently dash too close and get pulled in, or get punted into the vortex by another attack from Vaan or his allies.

If you select White Whorl, Vaan's role becomes defined a little more sharply as a vanguard-lite. Part of your job will be to keep White Whorl active on the field as much as possible, so the team always has a rallying point that's safe for them and deadly for enemies. White Whorl doesn't dissipate when it hits foes, so one deployment can potentially hit everyone on the other team. Only one instance of White Whorl can be active at a time.

PYROCLASM

COMMAND	BRAVERY DAMAGE (NORMAL / FIRST CHARGE / SECOND CHARGE)	NOTE
▣ / ↓ + ▣ (chargeable)	128, 64x9 / 144, 64x9 / 160, 64x9	Two additional stages, increasing in damage and range the longer it is charged.





Uncharged

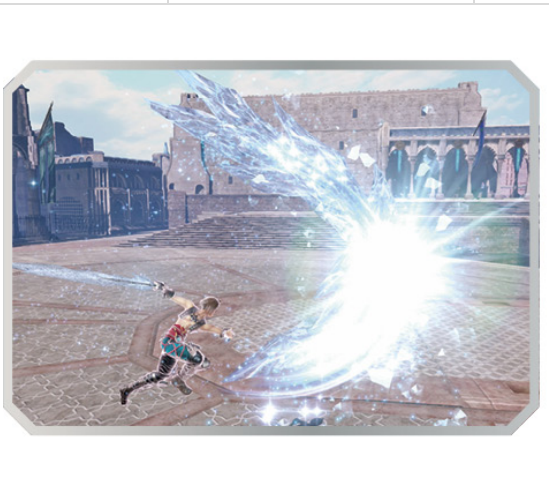
Fully Charged

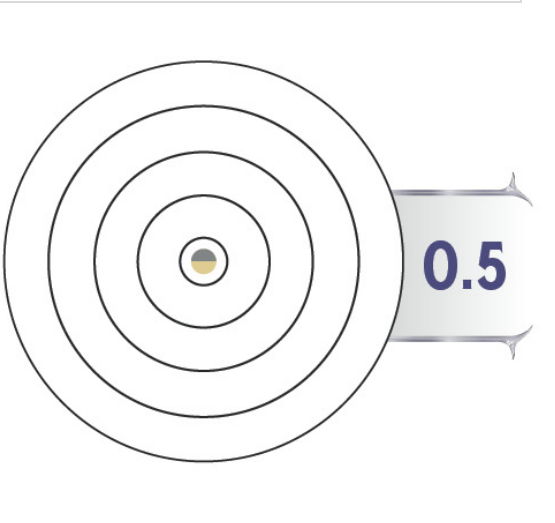
Vaan gathers unstable magickal flames into a ball around one hand, then throws the sphere toward the target. It surges toward them with incredible speed and excellent tracking, exploding on contact with any foe or object.

Pyroclasm is the HP-eroding counterpart to his magick spells, Fire and Thunder, and it's effective at about the same ranges. It's better at homing in on targets and travels more quickly, though it must be completely charged to match the full reach of his Bravery nukes. The attack has three range levels—uncharged, charged till one pulse erupts from around Vaan, and fully charged, indicated by two pulses (which only takes a hair longer than a Level 1 charge). The consideration for which to use is simply time-till-toss, since someone hitting Vaan before he hurls the projectile means it's gone. Tap the command against enemies at close to early-mid-range, and charge it fully when no one is crowding Vaan. A one-pulse half-charge and two-pulse full charge are so close together in terms of how much extra time they take that it's not worth trying to game-plan for or time out Level 1 charges.

AZURE TORMENT

COMMAND	BRAVERY DAMAGE	NOTE
▣ / ↓ + ▣	128	Inflicts 15-second attack/defense debuff.





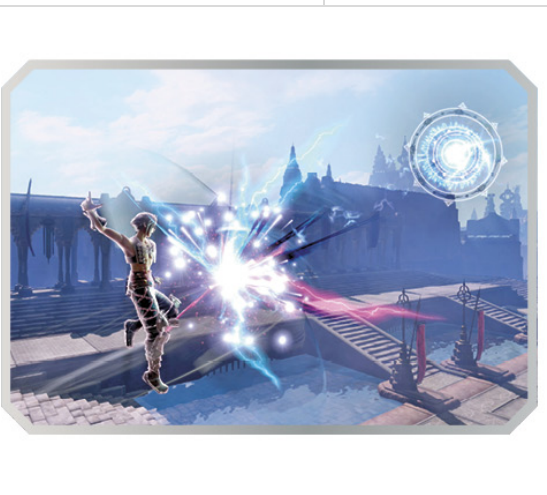
Vaan whips his sword quickly in front of himself from left to right, its blade crusted in glistening ice. On contact, the enemy takes additional Bravery damage from the frigid impact before HP is depleted. For a short time afterward, they'll also suffer a temporary enfeeble against their physical strength.

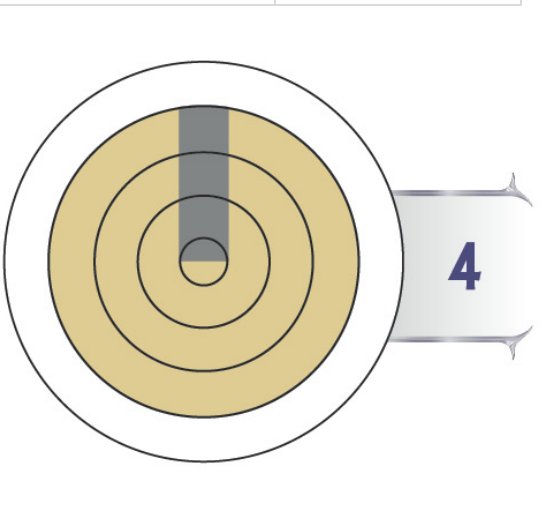
This is Vaan's fastest HP Attack by far, which is somewhat mitigated by the fact that the range is basically within arm's reach of him. This won't win any long-distance-poke awards (or even close-distance-poke awards), but the sheer speed for this unblockable attack makes it valuable. There's also clarity in knowing exactly what this is for—best-in-class point-blank ganking only, no more, no less. It's great for following up wall hits and friendly combos with a quick capper. In dashing duels, it can be terrific if effectively used, whether with good aim when audaciously dashing into point-blank range of foes, or after sidestepping their attack so you end up right next to them.

For 15 seconds after an enemy eats this icy sword swipe, their Bravery Attack power is reduced by 12.5% and their defense is reduced by about 6%. Every little bit helps, and a debuff is a debuff, but this isn't a game-changer. By the time they drag themselves up off the ground, their invulnerability wears off, and they make their way back to the fight, the debuff is just about to expire anyway.

CALAMITOUS ORB

COMMAND	BRAVERY DAMAGE	NOTE
▣ / ↓ + ▣	—	—





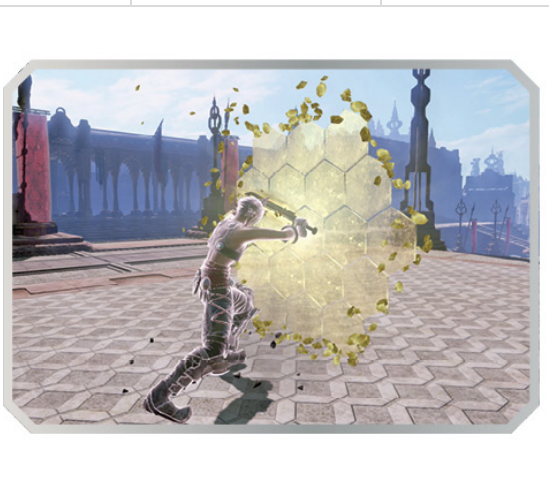
Vaan tosses an ornate, magickal floating glyph, which pursues the target slowly for a surprising amount of time. As the glyph travels, it shoots holy shots at the target, reaching a little ahead of itself. The glyph also counts as a projectile threat, in the unlikely event that it catches up to the enemy (or the much more likely event that someone else runs into it on accident). If the glyph itself hits an enemy, it deals 16 Bravery damage and briefly stuns them. It can disappear prematurely if it runs into a platform or other obstacle.

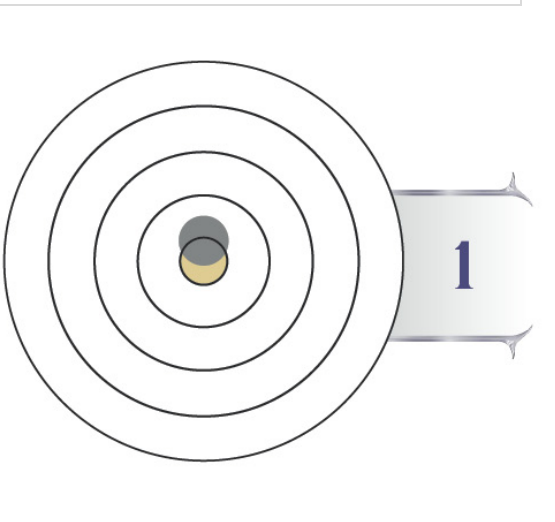
As with White Whorl, the most useful thing about Calamitous Orb is that it lasts a long time. The glyph glides for six seconds as it draws a bead on the chosen foe. During these six seconds, the glyph takes a random number of holy shots, between five and seven total.

When used against someone far away, Calamitous Orb has the longest range of any Vaan attack, for its last holy shot before it fades away. When used against enemies closer in, or those who close distance quickly and fly right past Calamitous Orb in progress, the glyph's extremely slow speed means it has a chance to turn completely around and catch them from behind, which they surely won't expect. Most homing projectiles travel too quickly to make this kind of 180-degree turn against an agile opponent.

EARTHEN ERUPTION

COMMAND	BRAVERY DAMAGE	NOTE
▣ / ↓ + ▣	—	Guards and counters incoming Bravery Attacks with HP damage.





Vaan quickly raises a magickal barrier made of honeycombed sections of flat, strong rock. If anyone tries to tag him with a Bravery Attack while this barrier is up, he retaliates automatically with this HP Attack, rushing briefly at the target to strike them with an area-of-effect explosion.

While traveling after a successful counter, Vaan is invincible. If the enemy is in range, nothing can stop him from getting to them. (There's not much point in using Earthen Eruption against long-range projectiles that don't give him anything to realistically shoot at.)

This earth-shield counter isn't active instantly, so it's no reversal or get-out-of-jail-free card. You can't use it consistently under extreme pressure, or against threats already overlapping Vaan; you need at least a little space/notice. It takes about one-fifth of a second for Vaan to raise Earthen Eruption into defensive position—very fast, but not fast enough for the tightest reversal situations. Once it's up, though, he holds it out for a decent chunk of time, one-third of a second.

Practice the timing against incoming projectiles. Get used to the tiny start-up delay before the general one-third-second counter period, before graduating to trying Earthen Eruption against melee Bravery Attacks. The usefulness one gets out of this HP Attack depends a lot on reflexes, matchup/character knowledge, and playstyle. The bright side is that it's up to you. If a countermove sounds terrific, here it is. If not, there are five other great HP Attacks to select from.

EX SKILL BREAKDOWN

DREADNOUGHT

COMMAND	BRAVERY DAMAGE	NOTE
Hold ▲	—	90-second cooldown from activation. 20-second Bravery freeze begins when charge is released.

For this unusual buff, Vaan charges up tension if ▲ is held down. While charging, his Bravery increases quickly in increments of 80. There's nothing stopping Vaan from charging forever, except the enemy. If they touch him while he's charging, he gets nothing, and the EX Skill is wasted. Whenever the desired Bravery total is reached, or when enemies decide to target Vaan and it's not safe to charge anymore, release ▲ to end the charging period and begin a temporary buff. The current Bravery total is locked in for 20 seconds: landing HP Attacks won't make it budge, and neither will taking Bravery strikes from the enemy. Also, your own Bravery Attacks will no longer increase Bravery. This makes them kind of useless when Dreadnought is active and Bravery is jacked up, unless you can score a wall hit and guarantee an HP Attack follow-up. Quickenings won't add Bravery during Dreadnought either, but you still get the bonus attack surface area.

Naturally, the point of this EX Skill is to push Bravery abnormally high, as much as possible, then to go in hard, aiming for as many HP Attacks as possible before the timer runs out. In a perfect situation, you'll build enough Bravery with Dreadnought so that you have a potential one-hit knockout in store for all three opponents. It's feasible to make enormous swings in just a handful of actions with Vaan, if Bravery is built up and locked in at a high total, then he quickly lands HP Attacks on everyone, or catches more than one at once with single attacks.

Charging from 1000 Bravery all the way to 3500—enough for an instant kill—takes about 16 seconds. No one is going to let you get away with that unless they're busy answering the front door or something, but this gives you some idea of how long you're talking about to get meaningful amounts of Bravery from the charging portion.

It'll be very hard indeed to get any kind of real charge time versus skilled competitors. Against aggressive, perceptive combatants, you'll probably use this EX Skill more to lock in a solid Bravery amount that you've built up organically, rather than swinging for the fences going for maxed-out Bravery.

As a minor note, the cooldown timer for Dreadnought begins the moment this EX Skill is initiated, not after the charge is released. Pop this ability to start a 90-second cooldown; if you charge for 15 seconds, the cooldown is already down to 75. Naturally, since he is worse than others at accumulating Bravery, and since he can freeze his Bravery in place with Dreadnought, his common EX Skills should be related to raising his Bravery, like with Bravery Conduit or Bravery Regen.

LUMINESCENCE & BLACK HOLE

STATE	BRAVERY DAMAGE	NOTE
4-6 HP Attacks landed	Varies	Increases damage and knockback. Count resets when incapacitated.
7+ HP Attacks landed	Varies	Increases damage and knockback. Count resets when incapacitated.

As Vaan takes aim at enemies with HP Attacks, an invisible counter keeps track of how many hits he's scored. Starting with the fourth successful HP Attack, Vaan begins to trigger synergistic discharges of magick energy called Quickenings. A Quickening occurs on top of a successful HP Attack, strengthening it by building way more Bravery just before the HP-removing final hit.

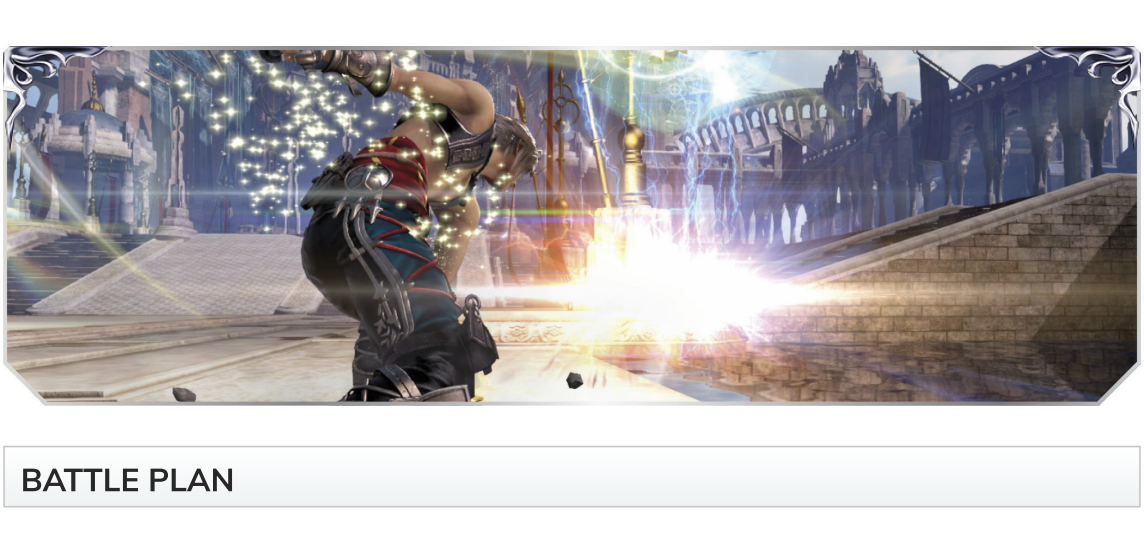
Whenever Vaan is knocked out, this invisible counter returns to zero. For a maxed Quickening bonus, he needs seven or more HP Attack hits before being incapacitated.

During the fourth, fifth, and sixth HP Attacks Vaan scores, Luminescence occurs, knocking 240 Bravery from the enemy and giving it to Vaan.

Starting with the seventh one, HP Attacks trigger Black Hole on hit. This adds twice as much Bravery right before the finale, dropping 576 into Vaan's total!

Bonus Bravery from Luminescence or Black Hole is added to any bonus Bravery the HP Attack already granted. Red Spiral (144) and Azure Torment (128) both add even more teeth to Quickening hits.

Quickening effects aren't just a flashy visuals that animate while a target takes extra damage. If opponents nearby manage to dodge the initial HP Attack, they can still be hit by the Quickening if they're in the wrong place. Any successfully landed HP Attack basically gains an area-of-effect explosion, potentially scoring extra glancing hits. Enemies who wander into a Quickening in progress will build an extra 96 Bravery in a single hit before HP damage is inflicted.



BATTLE PLAN

Vaan is an offensive specialist character who turns some of the game's rules on their heads. He has fewer Bravery Attacks than other fighters, but more HP Attacks. He's also the only fighter who can equip two HP Attacks, one to ▣ and one to ↓ + ▣.

The strategy for Vaan involves generous use of HP Attacks. Whereas other characters have access to elaborate combos or strong nukes for building Bravery, Vaan's attacks are weaker in comparison, and it takes him longer to generate as much Bravery.

In practice, he's like an assassin-type fighter, whose ideal approach is to be cautious and take potshots at clusters of opponents from a flank. He doesn't want to dive right into the fray as the first option; that's what vanguards are for, with their high poise and wide attacks. He wants to capitalize when things break down a bit, swooping in to pick off stragglers and wreak havoc with his quick, varied HP blows.

Between Vaan's below-average Bravery building and the fact that using more HP Attacks means resetting to 1000 Bravery more frequently, he's susceptible to being broken if he gets caught between two enemies or wall-rushed in a combo. His short-range melee attacks and overall style discourage him from dueling head-on with opposing assassins and vanguards.

For picking at the opposing team from relative safety, Thunder and Fire are well-suited. If equipped, the Pyroclasm and Calamitous Orb HP Attacks also have great reach. Calamitous Orb is good for when you'd like to move in, too, since it provides slow forward-moving cover.

When a chance to move in arises, whether allies are paving the way first, or a marksman gets separated from their teammates and you give chase, the most direct way to attack while covering ground is with Dervish, gliding in blade outstretched. If you can afford to dash in a bit farther before attacking, using Steel Trinity/Triumvirate is quicker and more versatile. Getting into the mix up close is when Vaan's close-range Azure Torment and Red Spiral HP Attacks become relevant, whether in trying to joust enemies in mid-air or cap off combos.

Vaan doesn't like getting rushed down much himself. Shoring up defenses can be accomplished a few different ways. Depending on your playstyle and reflexes, Earthen Eruption also comes into its own as a unique threat up close, whether on offense or defense. White Whorl is incredible for preventing enemies from coming toward Vaan, if you can preemptively set up the sparking vortex. With its wide draw-in area and the risk of being kicked into it from an unexpected angle even when careful, enemies are likely to steer clear of White Whorl and any of Vaan's team standing near, which stems off crowd problems ahead of time while giving allies a natural temporary base of operations.

Since Vaan isn't so concerned about building Bravery, combos are more about setting up HP Attacks, for himself and others. When close to foes, attacking or defending, Steel Trinity and Triumvirate (● > ● > ●) and Dervish (dashing ●) can all easily set up wall rushes. While the victim is stunned, flat against the vertical surface, Red Spiral and Azure Torment both link in time, if Vaan is close enough. Near walls, after the three-hit combo, simply perform the HP Attack follow-up. If the wall hit starts from a combo a bit farther away, dash cancel the last hit and fly in close enough before unleashing the HP strike.

If a wall isn't nearby but an ally is, performing ● > ● and forgoing the final hit gives them a chance to lead into the attack of their choice. Even if they don't get there in time, skipping the final attack keeps the victim nearby and allows for immediate continued pressure, or for Earthen Eruption to make them feel foolish when they try to poke back right away. To err on the side of caution and see how inclined an enemy is to mash buttons when they're in trouble, you can perform ● > ●, then wait to guard or sidestep as appropriate, depending on their reaction. If they try to attack as soon as possible when they regain control, you'll be able to see it coming a mile away, since you're controlling the situation's timing. Sidestep or guard the move, then put them right back in the ● > ● situation.

Vaan doesn't just create combo chances by scoring wall hits with full combos, or by holding foes with ● > ● to facilitate comrades' moves. When White Whorl or Calamitous Orb is doing its thing onstage, occupying space, both become hazards you or your allies can bash the enemies into. This makes these HP Attacks strong even if there's no dogfight currently happening; you never know when you'll get jumped suddenly. If you can react by sidestepping an opening salvo, then slapping the aggressor right into the long-lasting threat you've recently laid down, all the better.

Shiva is unquestionably his summon of choice, as he will constantly be regenerating from 0 Bravery as he lands HP Attacks one after another.

Specialists can be adapted to the unique circumstances of each separate battle, but Vaan still prefers low maps with obstacles so that he can mitigate the disadvantage of using short swords and low-poise projectiles.

Selecting HP Attacks: The speed and combo potentials of Red Spiral/Azure Torment mean you'll almost surely want to go into battle with one or the other, just for the utility. Picking both is mostly redundant. Red Spiral is slower, but it covers a much bigger area and builds a little more Bravery before the hit. Azure Torment is blindingly fast (especially for something that depletes HP) and inflicts a minor debuff, but it has just about the worst range of any maneuver in *DISSIDIA*.

White Whorl and Calamitous Orb both place unusual hazards on the field for a surprisingly long time. They assert temporary control of an area and create chances to knock enemies into them. Careless opponents who aren't targeted by the HP Attack projectile may fly into them. The differences lie in reach and vector: White Whorl is local and omnidirectional, while Calamitous Orb is Vaan's farthest-reaching attack, tracing a slow, straight line to the target.

Picking one of these is a smart choice too. The most "standard" version of Vaan pairs one of the close-range HP Attacks with one of the long-lasting ones. However, picking both Whorl and Orb while entirely skipping a melee HP Attack isn't as redundant as Red Spiral plus Azure Torment, because Whorl and Orb cover different areas. Putting both together can make Vaan into a kind of HP-draining marksman, keeping the Whorl and Orb on-screen constantly as impediments to free enemy movement. This gives up combo follow-up utility and close-quarters deterrence, though.

A variation on this theme pairs either Red Spiral/Azure Torment or White Whorl/Calamitous Orb with Pyroclasm. A melee HP Attack plus Pyroclasm keeps Vaan in an aggressive direct-attack mode, effective close or in mid-range. This version of Vaan never wants to be farther away from foes than the range of Fire/Thunder, so they must live in constant fear of sudden unblockable Vaan attacks.

One of the area-control HP Attacks combined with Pyroclasm keeps Vaan in mage-like mode, but able to mix up direct and indirect mid-range spells, rather than simply putting slow projectiles on-screen and hoping for the best (Whorl/Orb together). Vaan can stick near Calamitous Orb or White Whorl and use it as an oasis from which to throw multiple Pyroclasm shots.

No matter the build, a fully charged Pyroclasm from mid-range is an ultrafast curveball unlike any other strike Vaan has access to. The sheer speed will take enemies by surprise, and those who are distracted fighting someone else have basically no chance of dodging charged Pyroclasm.

The matter of Earthen Eruption is up to you. Everyone else has to get by with selecting only one HP Attack at a time. If it suits your style, choose your favorite HP Attack from the other five, consider Earthen Eruption a bonus, and use it to bamboozle enemies with HP-crushing counters on top of a normal game plan. The most aggressive form of Vaan is Azure Torment plus Earthen Eruption, a close-quarters nightmare.

GALLERY

APPEARANCE

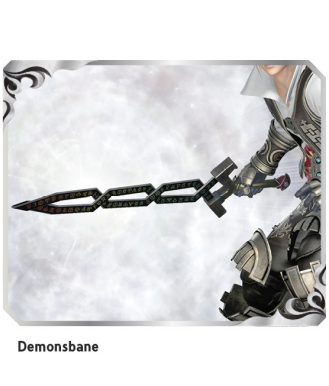
Pirate Greenhorn

Conflicted Hero

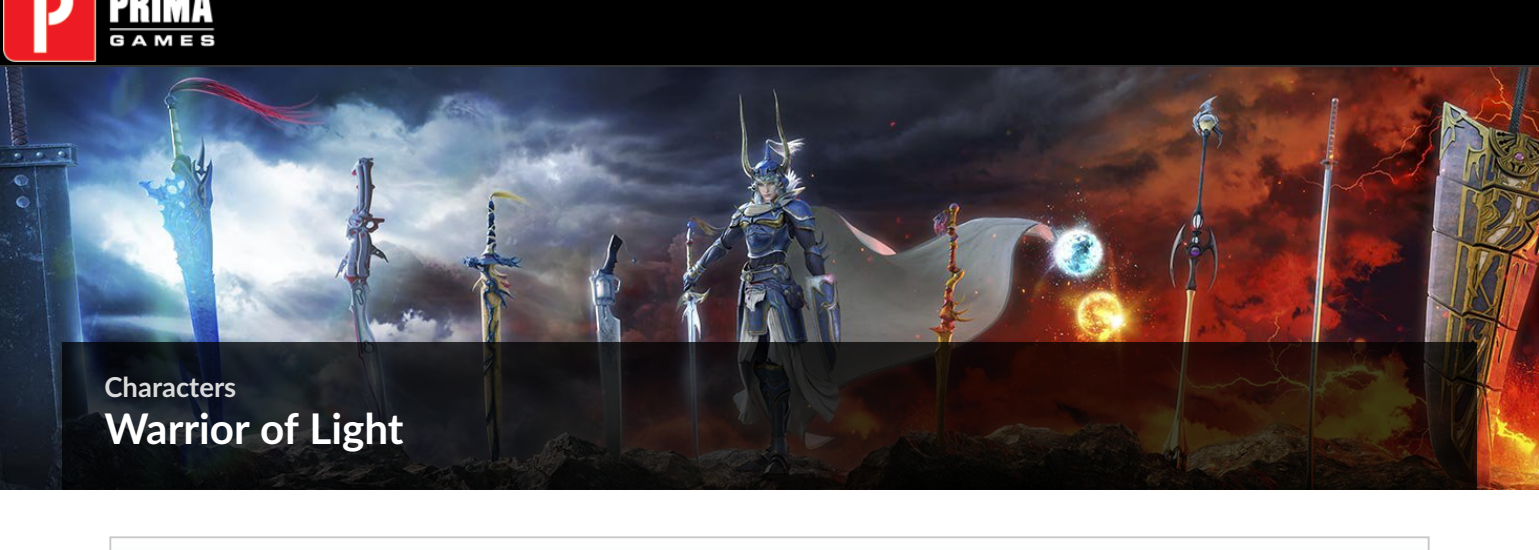
WEAPONS

Mythril Sword

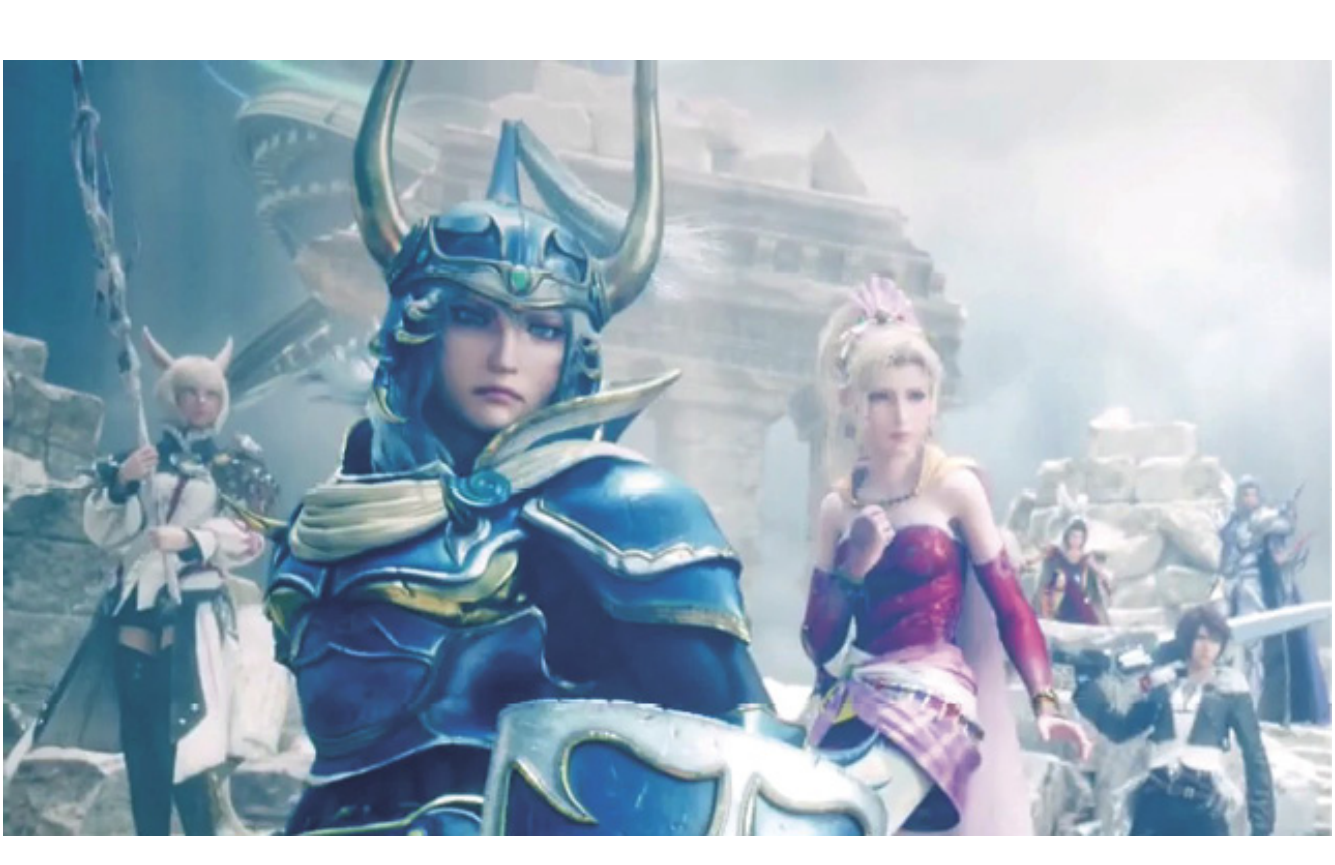
Zwill Blade



Demonsbane



VANGUARD



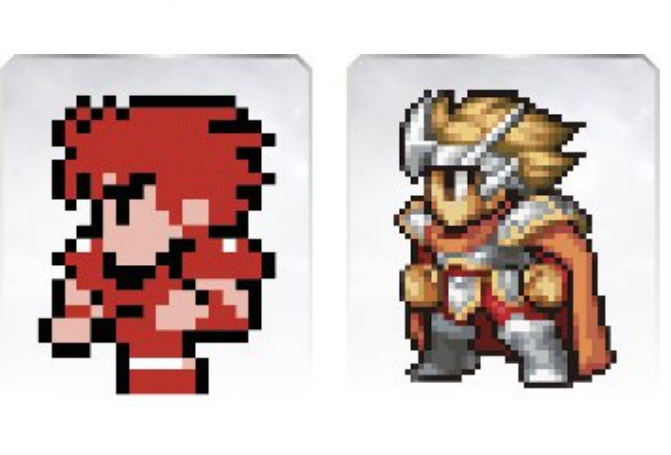
The Warrior of Light is an all-around fighter devoted to protecting his allies. He carries a shield of light and employs techniques with both defensive and offensive capabilities. Said shield can turn others' attacks to his advantage and can enhance both the party's defensive prowess and certain skills.

FINAL FANTASY

Original Appearance: *FINAL FANTASY*

Year: 1987

Role: The Warrior of Light is one of four Light Warriors who come together to save the world from grave peril, though the stakes don't start out seeming quite that high. Initially, the warriors convene to save Princess Sarah of Cornelia from the archfiend Garland, himself a disgraced knight of that kingdom. After, their continued journeys would take them to the four corners of the world, but that wasn't the last they'd see of Garland...



Other Noteworthy Appearances: *DISSIDIA FINAL FANTASY* (2009), *DISSIDIA 012 FINAL FANTASY* (2011), *WORLD OF FINAL FANTASY* (2016)

ARSENAL

BRAVERY ATTACKS

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Ascension	Grounded	● > ● > ●	64, 96+ 160, 240 (560)	0.5	Lift an opponent with your shield, slice them with your sword, then knock them back.
Sword Thrust	Grounded	↑ + ● > ●	64+ 48x5, 240 (544)	1.5	Throw your shield at your foe and follow up with multiple sword thrusts.
Shield of Light (Flash of Steel)	Grounded	↓ + ●	480 / 512 / 544	1.0	Manifest a large shield in front of you that blocks Bravery Attacks. Press ● while the shield is out to unleash a luminous sword.
Crossover	Airborne	● > ●	96x2+ 160, 208 (560)	1.0	Swing your shield around you, then cut into the opponent.
Shield Fling	Airborne	↑ + ● > ●	160, 112, 272 (544)	1.0	Use your shield to reel a distant opponent in, then send them flying with a fierce blow.
Shield of Light (Radiant Sword)	Airborne	↓ + ●	128x3 / 128x5 / 128x7 (384 / 640 / 896)	3.0	Manifest a large shield in front of you that blocks Bravery Attacks. Press ● while the shield is out to unleash small luminous swords.
Indomitable Charge	Dashing (Grounded & Airborne)	●	400	1.0	Erect a barrier around you that guards against attacks, then strike with your sword.

HP ATTACKS

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Shining Wave	Anytime	■	–	2.0	Emit a pulse of light that speeds toward the target from long range.
Coruscant Saber	Anytime	■	–	0.5 / 1.0	Send nearby foes reeling with your blade.
Bitter End	Anytime	I (chargeable)	–	1.0	Deliver a piercing strike through a shield barrier, which deflects Bravery Attacks.
Ultimate Shield	Anytime	■	32x8, 64 (320)	2.0	Unleash at mid-range to buffet the target with your shield again and again.

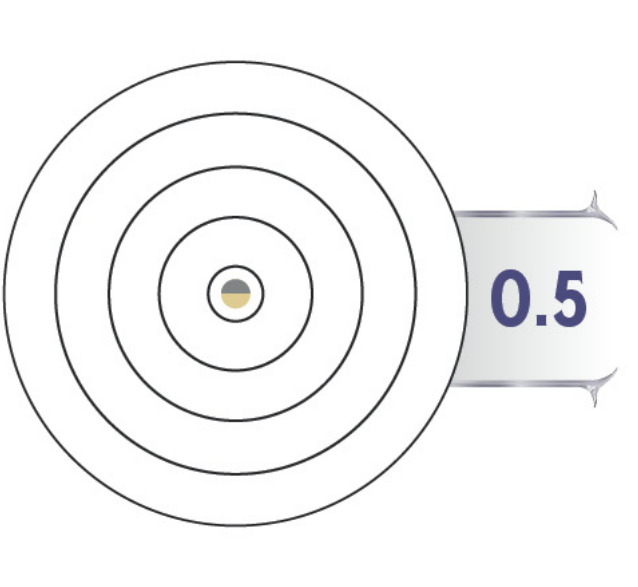
EX SKILL

NAME	STATE	COMMAND	RECAST TIME	RANGE	CAPSULE DESCRIPTION
Holy Chain	Anytime	▲	90 seconds	2.0	All nearby enemies temporarily target you.

BRAVERY ATTACK BREAKDOWN

ASCENSION

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ● > ● > ●	64, 96+ 160, 240 (560)	–



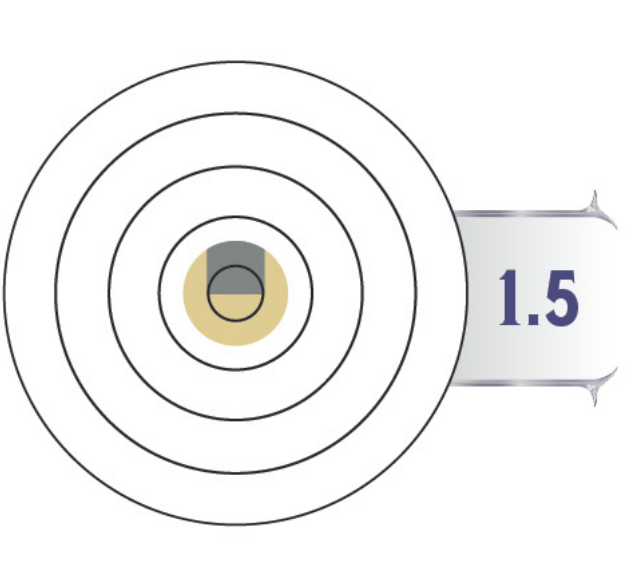
Whether Warrior of Light's shield is attached to him by a fine lead or merely tethered by his goodness, he can wield it like a boomerang, hurling it out ahead of him only for it to return, often dragging his prey with it. It's just so with this attack, with the Warrior stepping forward and whirling the shield ahead of him. Hit or guard, he can immediately step forward again while double-slashing with his sword. For the finale, he can thrust forward as his target reels, launching them far away.

When allies are close by, don't finish Ascension unless there's a wall right behind the victim. Perform just the first two stages so an ally can rush in and begin their combo off the tail end. The staggered hits without a finisher can also give summon spells a chance to catch opponents. Pretty much all the rest of the Warrior's attacks reach farther than this, but this is the only three-stage combo that allows him to set up a foe like a T-ball for allies.

If the shield throw at the beginning misses, Warrior of Light is stuck recovering for a moment. Evasion cancel as soon as possible for a little extra safety.

SWORD THRUST

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ↑ + ● > ●	64+ 48x5, 240 (544)	–

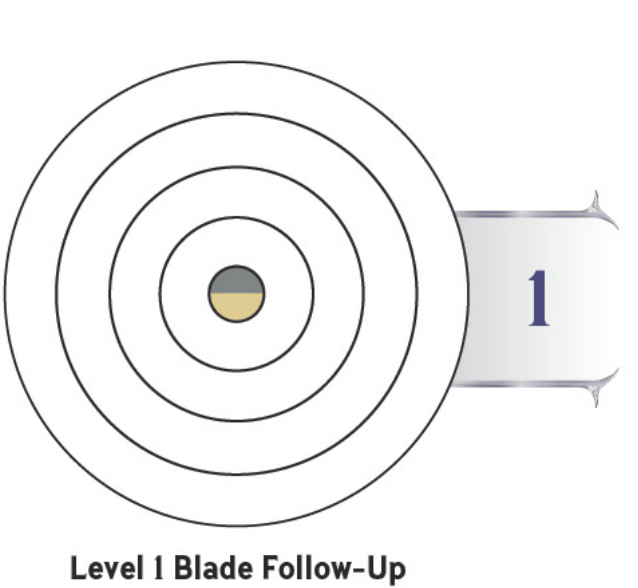


Turning around to whirl it backhanded, the Warrior throws the shield ahead of him over twice as far as with Ascension. He then springs forward and slides toward the shield, sword tip extended ahead. If the shield hits someone, it drags them back a bit. However, the movement here is still mostly the Warrior stabbing forward; the shield is just there to precede him and possibly stagger his prey. If his sword slide hits, he'll drag them for several stinging hits, ending in a quick final stabbing blow that knocks them far away.

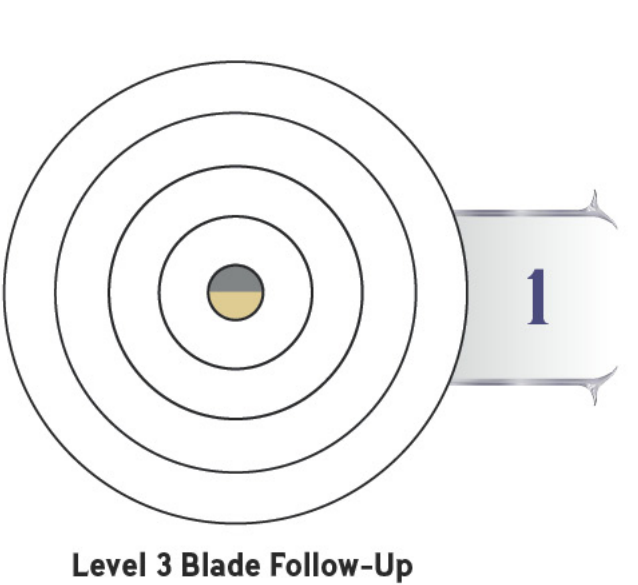
Sword Thrust's range as a ground poke is deceptively large, especially considering Warrior of Light doesn't put himself at risk at first, tossing the shield ahead to interrupt lots of stuff that might otherwise trouble him. If it hits and the follow-up blasts the target far away, refocus on your teammates' targets/harassers unless it scores a wall hit.

SHIELD OF LIGHT (FLASH OF STEEL)

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ↓ + ● > ●	480 / 512 / 544	Successful guard increases Shield of Light level for 15 seconds, Level 3 max. Buff degrades one level when timer expires.



Level 1 Blade Follow-Up



Level 3 Blade Follow-Up

Warrior of Light quickly raises his shield, bracing against incoming Bravery strikes and projectiles. The force of his spirit projects an extra-large mystic shield to complement his kite shield. With this mystic shield aloft, he repels any incoming Bravery Attacks for up to half a second, leaving the would-be assailants wide open.

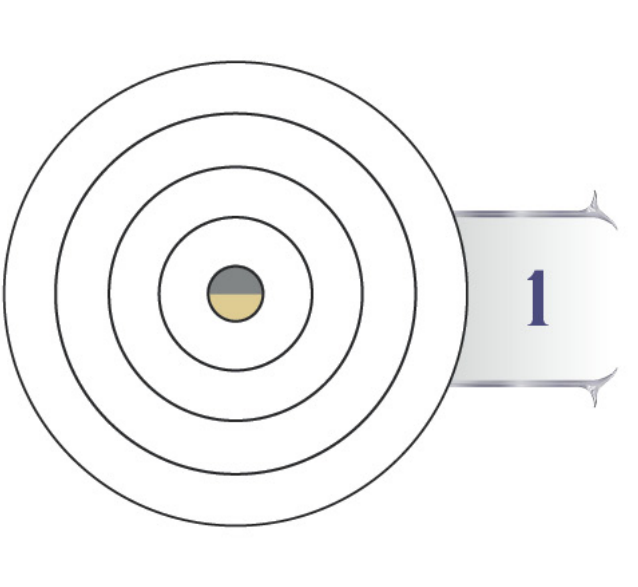
Anytime during the half-second guarding period, Warrior of Light can cancel his defensive posture into an enormous, flat blade, which juts out suddenly, spearing his target.

Normally, the Warrior raises one glowing mystic shield when using Shield of Light. This can be thought of as Shield of Light Level 1. Deflecting a Bravery Attack with Shield of Light increases Shield of Light's level for 15 seconds, indicated by a small icon under the Warrior's HP gauge. With the icon dwindling and Shield of Light Level 2 available, Warrior of Light guards with three mystic shields instead of one, giving him much more blocking area. Guard against another Bravery Attack with this triple shield to increase Shield of Light to Level 3, max strength. When guarding with Shield of Light Level 3, Warrior of Light raises FIVE energy shields, covering one whole hemisphere of battle! When the timer for Shield of Light Level 3 expires, the buff drops down to Level 2 and a new timer begins. When Level 2 runs out, Shield of Light returns to base level.

Increasing Shield of Light's level by blocking Bravery Attacks doesn't just jack up Warrior of Light's guarding power. It also drastically increases the power of his flat blade follow-up. The damage goes up, and the number of big blades increases to match the shields—three blades jut out with Level 2, and with Level 3 five blades erupt outward, almost covering the full 180 degrees in front of Warrior of Light with cutlery.

CROSSOVER

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ● > ●	96x2+ 160, 208 (560)	–



Floating through the air, Warrior of Light drifts forward, whipping the shield in three quick circles. If any of these swipes makes contact, he can finish off with a final sword slam, knocking his opponent off into long range.

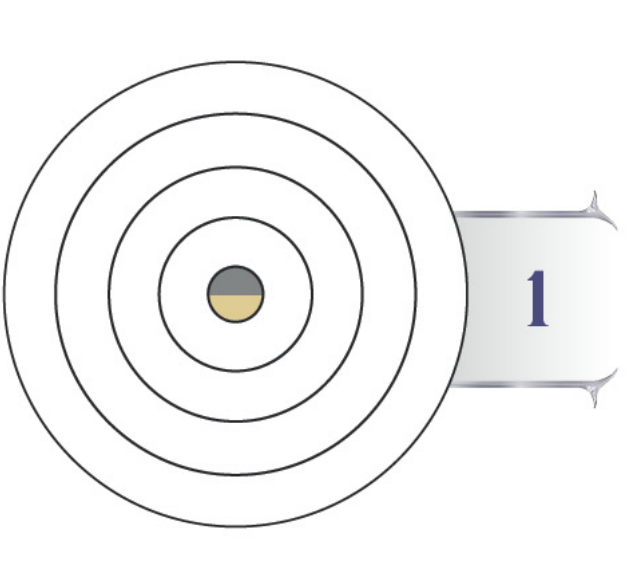
This attack's first stage is active a long time, since it's really three shield swings. It's great as an exploratory poke aimed forward or upward, but it's not good against targets lower in altitude.

Fighting in tandem with allies, use this aerial attack without the follow-up finisher, which knocks the enemy far away. Instead, go for hitting with the three shield swipes, which gives friends plenty of time to line up something juicy.

The lengthy triple swing can also be a threat to the Warrior himself. If it misses badly right away, the Warrior is left with two swings off into space before evasion canceling is possible.

SHIELD FLING

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ↑ + ● > ●	160+ 112, 272 (544)	Throws enemy behind Warrior of Light.

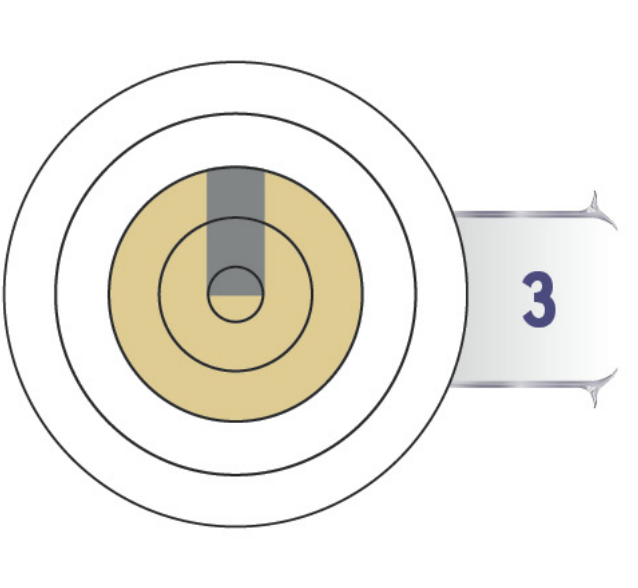


For this shield attack, Warrior of Light sends out the shield on a quick find-and-return path—it reels in enemies it snags to the other side of the Warrior. From here, a heavy swipe of his sword sends them flying off behind him.

Like his other attacks, the range on this is very good, and it's lower-risk in mid-air than Crossover. What makes this attack unique is that, when it works, it flips the victim from in front of the Warrior to behind him. It's easy to get wall rushes by slamming enemies backward with just about every other combo, but this one allows Warrior of Light to do it when he himself seems to be in the defensive position, backed into a corner. Most characters naturally hate fighting with their backs to the wall, for the obvious and lethal combo chances it gives up to the other team. It's simply a bad place to be. But Warrior of Light is more comfortable than most, thanks to his versatile blocking with Shield of Light and the threat of Shield Fling to wall-hit foes when they thought they had superior positioning. Even if they guard the shield, they'll still get dragged in and put into a defensive position with their backs now against the wall.

SHIELD OF LIGHT (RADIANT SWORD)

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ↓ + ● > ●	128x3 / 128x5 / 128x7 (384 / 640 / 896)	Successful guard increases Shield of Light level for 15 seconds, Level 3 max. Buff degrades one level when timer expires.



Warrior of Light swiftly brings up his shield and holds it steadfastly before him. His fighting spirit imbues the shield with extra defensive poise, creating a big shield image in the air over it. He wards Bravery Attacks for up to half a second like this; any incoming Bravery strikes from overzealous foes bounce off harmlessly, leaving them exposed.

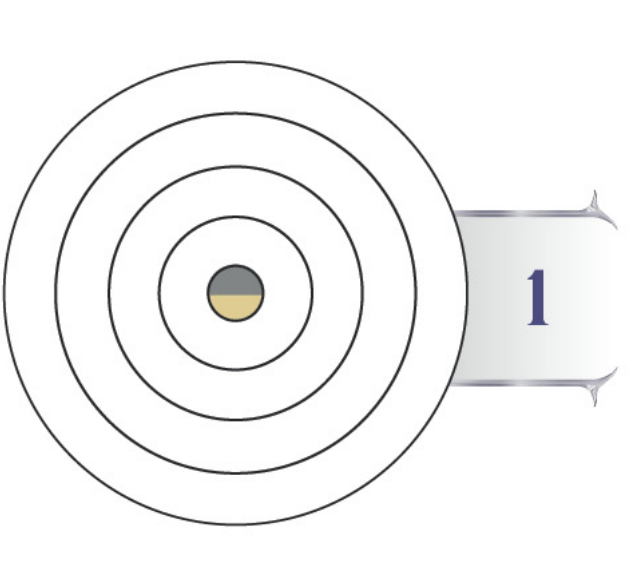
Anytime during the guarding period, Warrior of Light can drop his shield and launch his only long-range Bravery Attack, a cluster of mystic swords that zoom off in pursuit of the target.

Like with grounded Shield of Light (Flash of Steel), aerial Shield of Light (Radiant Sword) has three power levels. Level 1 is normal gameplay, with Warrior of Light blocking with one mystic shield and tossing three mystic swords upon follow-up. At Level 2, he blocks with three shields and hurls five swords. And at Level 3, he blocks with five shields, covering one whole side, and he throws seven swords, generating an enormous amount of Bravery if most of them make contact.

Performing airborne ↓ + ● > ● as fast as possible from long range, where the shield isn't relevant anyway, makes for a decent long-range annoyance option (or a terrific one, with five or seven swords to send at a time). It's also a low-commitment way to pick at summoning stones, or foes who aren't your primary target.

INDOMITABLE CHARGE

COMMAND	BRAVERY DAMAGE	NOTE
Dashing (Grounded & Airborne) ●	400	–



While dashing, Warrior of Light begins winding up a punishing sword backhand, surrounded by a glowing ring of light. Bravery Attacks that strike him during this period are deflected harmlessly. Then Warrior of Light brings his sword arm around, coming out of his defensive shell with a single powerful slash.

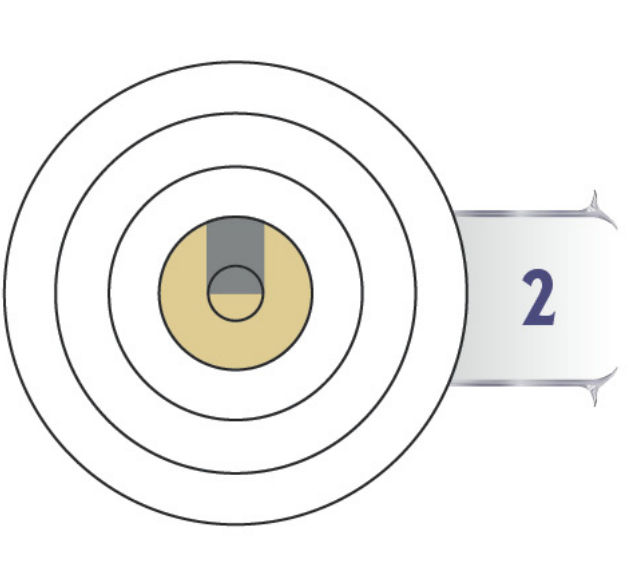
The merits of an armored period that auto-guards Bravery Attacks are obvious. The sword slash on the end is as good as it looks too; Warrior of Light begins slashing left to right and spins all the way around, clockwise, the blade active the whole time.

This should be used rushing in at marksmen, to swipe at groups ganging up on allies, and to pressure enemies who are recovering after you've slapped them away with a combo, then dash canceled to fly in after them.

HP ATTACK BREAKDOWN

SHINING WAVE

COMMAND	BRAVERY DAMAGE	NOTE
■	–	–

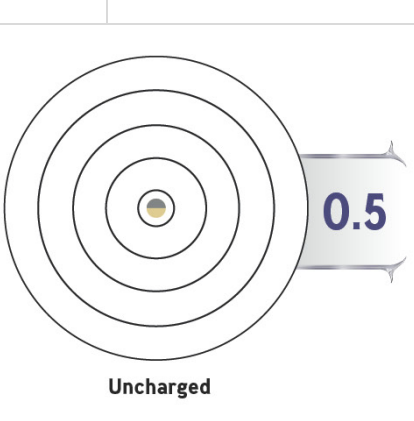


Warrior of Light crouches, bringing his sword hand near the soil while gathering tension, then flings his arm upward, sparking a rapid series of enormous explosive pillars that roar away from him. Ten pillars in all erupt in sequence in a line toward the target, well into mid-range. There's no additional Bravery damage dealt in the flames, but anyone contacted naturally eats the balance of Warrior of Light's Bravery in HP damage. After Warrior of Light winds this attack up, the release is very fast. It's very hard to dodge for anyone who wasn't already focused on Warrior of Light.

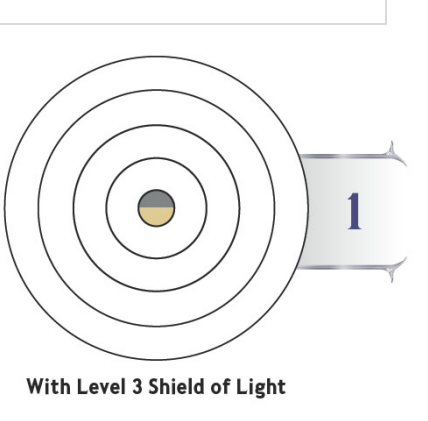
This powerful shockwave projectile is similar to several others, and is easy to understand and apply. It gives Warrior of Light a strong projectile option where he's otherwise lacking, reliant on the floating swords of Shield of Light (Radiant Sword).

CORUSCANT SABER

COMMAND	BRAVERY DAMAGE	NOTE
■	–	Powering Shield of Light increases range.



Uncharged



With Level 3 Shield of Light

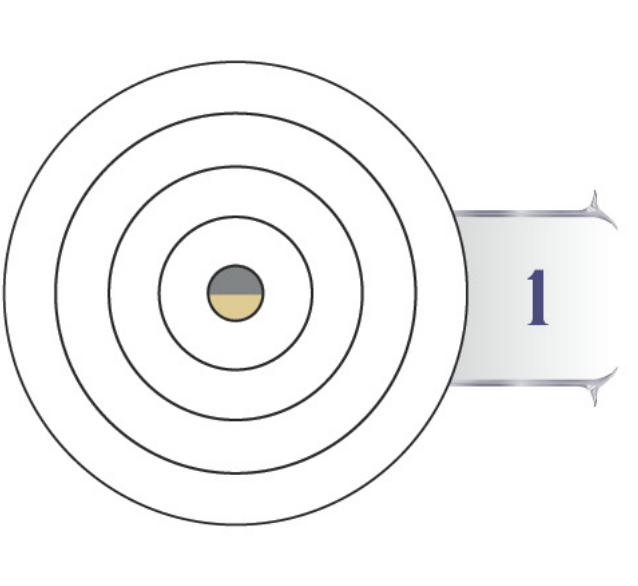
The Warrior of Light holds the sword pointed up at the heavens, and the blade blooms with holy energy. He lowers the sword and whirls in a clockwise circle, using the spin to power a horizontal frontal swing of this giant holy blade. The swing cuts quickly left to right before him, covering 180 degrees in the direction he's facing.

When Shield of Light is powered up, so is Coruscant Saber. Normally, it has about the same reach as close-range swings, like the Warrior's Ascension starter (grounded ●). With Level 2 Shield of Light, the length of the blade is increased by 25%. With Level 3 Shield of Light, the blade is 50% longer!

Coruscant Saber is Warrior of Light's most direct HP Attack. If you're guarding regularly with Shield of Light, it's easy to recommend. If you're not blocking often, another HP Attack might be more to your liking. (Note, though, that if you're not using Shield of Light often, you're not playing as effectively as possible.)

BITTER END

COMMAND	BRAVERY DAMAGE	NOTE
I (chargeable)	–	Charge to increase duration.



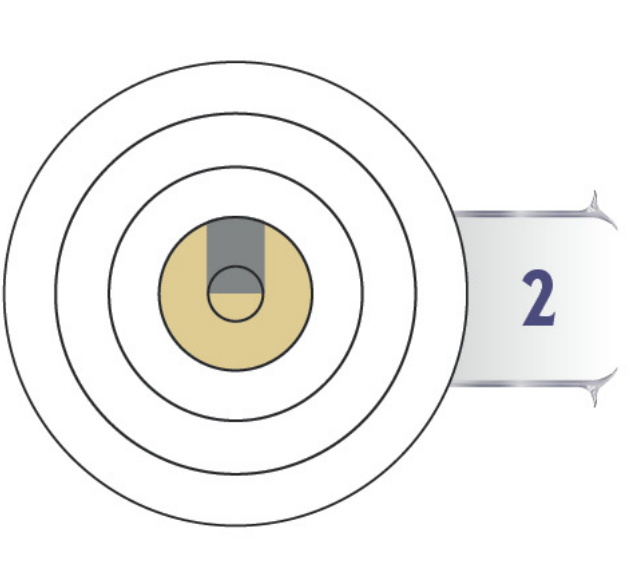
In Warrior of Light's ultimate defensive maneuver, he cocoons himself in shielding defensive light for a moment, before exploding out of it with a harpooning, HP-erasing stab. One block, one hit, one knockout.

Bitter End is like a motionless, lethal version of Indomitable Charge. They're both single-hit attacks preceded by a period where he brushes off Bravery Attacks harmlessly.

Bitter End provides yet another hesitancy-creating option to use alongside Shield of Light, Indomitable Charge, and good old-fashioned guarding and sidestepping, to make enemies second-guess their usual Bravery Attack plans against the Warrior's team.

ULTIMATE SHIELD

COMMAND	BRAVERY DAMAGE	NOTE
■	32x8, 64 (320)	–



Warrior of Light surges up and forward with a dizzying series of shield slashes, whirling the trusty kite shield up and around nine times in all, before sticking the enemy with an HP damage stab almost as an afterthought.

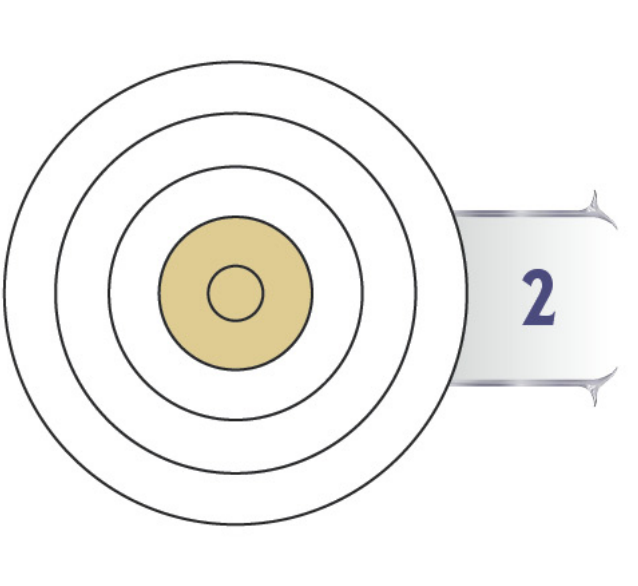
This outrageous combo sequence has obvious potential after wall hits or to follow up from an ally's setup. It's a turbocharged version of Crossover (airborne ● > ●), and can shoot down fliers above in the same way if needed. All the shield slaps add up Bravery before the finish, powering up the HP hit, something the Warrior's other HP Attacks don't do.

The only caveat is that a nine-swing shield combo takes time, so this is an especially painful attack to attempt but miss.

EX SKILL BREAKDOWN

HOLY CHAIN

COMMAND	BRAVERY DAMAGE	NOTE
▲	–	90-second cooldown. Forces nearby foes to target Warrior of Light for 12 seconds.



Warrior of Light beckons all adversaries around him, and a pulse of light expands outward. Enemies caught in this radius are forced to target the Warrior for 12 seconds—an eternity in match time. They can't switch target to anyone else, nor to a summoning core!

Holy Chain's recast time is a minute and a half, so it won't be ready for a bit. But it can turn the tides of a whole battle, judiciously used. Snare two or even all three of the opposing team with Holy Chain, and Warrior of Light can disrupt their plans several different ways. The most common opportunities to snare multiple targets in Holy Chain are when they're ganging up to combo a friend, or running after a summoning core. (If enemies are already ganging up on the Warrior, there's no point to spending Holy Chain. Wait till it can disorient foes and muck up their plans.)

Holy Chain stops victims from attacking the Warrior's allies, and it can even interrupt their combos in progress. Enemies who can only face Warrior of Light can also no longer get a good visual on what his teammates are doing, especially if friends attack from behind or from high above. Additionally, enemies stuck to the Warrior can't chase down summoning cores, leaving allies free to smash them and finish a summon. Should foes decide to go after the Warrior, they can play right into his hands, thanks to Shield of Light (↓ + ●, ground or air).

It's not an accident that Shield of Light boosted up to Level 2 or Level 3 is much better at covering 180 degrees all in front of Warrior of Light, just like his sweeping Coruscant Saber HP Attack. The more Warrior of Light blocks, the better he gets at confronting an entire team forced to face him down.

BATTLE PLAN

The Warrior of Light is a master of defense, and the most stereotypical tank in the game. He's a vanguard through and through—the *most* vanguard, by design. He's the team's front line, here to serve as the tip of the spear against enemy teams. With his presence, the Warrior is tasked with breaking apart their team cohesion, discouraging their direct attacks, and protecting his teammates, knocking foes off them when they squeak through the Warrior's defenses.

When approaching and prodding enemy groups, Shield of Light (Radiant Sword) is the only distant harassment tool. Up closer, pick at the fringes with Shield Fling and Sword Thrust, or plow right into the middle (with backup) with Indomitable Charge.

Many of the Warrior's attacks and tactics are almost directed at a whole side of his body, rather than a specific target. During Indomitable Charge and both Shield of Light attacks (Radiant Sword and Flash of Steel), an attack that can potentially hit several enemies close together is preceded by a blocking period, giving self-cover.

These attacks cover a lot of horizontal territory, but there's a blind spot for these attacks above Warrior of Light. Fliers and dive-bombers can be shot down in mid-air with Crossover (airborne ● > ●), but standing on his feet, the Warrior has no immediately available attacks that aim upward. To get around this, tap neutral R1 for a sudden air-dash, then release R1 and press ●, which starts Crossover right off the ground.

When Holy Chain is ready, rushing in on groups and forcing them all to pay attention to the Warrior can turn the tides of an entire fight, if your teammates capitalize. They can attack freely during this time, easily collect summoning cores, or even complete a summon ritual without fear of interruption.

Opposing teams may think twice about engaging the Warrior or sending Bravery projectiles his way, which give him an easy means of powering up Shield of Light. They may elect to fight on the fringes around him, chasing down his assassin and marksman teammates. It's up to Warrior of Light to help chase enemies down and to keep tabs on his teammates when enemies split up, but his great chase-down moves are up to the task (mainly Radiant Sword, Indomitable Charge, Shield Fling, and Sword Thrust). Almost all the Warrior's attacks have good range.

His bread and butter is picking at enemies with these lengthy swipes, using prudent spacing, while mixing in defensive options to make enemies skittish about trying to turn the tide. The key to really discouraging opposing fighters is Shield of Light. With his Shield of Light Bravery moves, Warrior of Light can guard unlike anyone else and turn successful defense into amped-up offense.

When using air or ground Shield of Light, you should have three different mental approaches, which depend on the situation. When far away from enemies and not immediately targeted by anyone, the shield part is unimportant, and you'll want the follow-ups as soon as possible. In this case, they're just attacks, so rush the ↓ + ● > ● command quickly. This is most relevant when you want Radiant Sword as a ranged air attack, or Flash of Steel as a ground poke from max range.

The second mental approach is for a delayed execution: perform ↓ + ●, pause to let most of the half-second of blocking elapse, then hit ● for the follow-up as late as possible (not too long; once the mystic shields vanish, it's too late). Here, you're still planning to do the attack anyway, but you're giving the enemy a chance to let you block something, powering up the Warrior's shield. This is appropriate when you're in the middle of a scrum, with lots of characters engaging relatively close, but you're not necessarily under immediate attack (i.e. no red target lines are pointed right at Warrior of Light, but he's still in the thick of things).

The last, and most important, mental approach is to deploy the shield(s) with ↓ + ●, then watch and see what happens. If the enemy pokes into the shield and bounces off, or slips up in some other way, like with a poorly timed sidestep, only then do you perform the ● follow-up. This use case is for point-blank range, whether dancing with opposing vanguards, seeing who blinks first, or setting foes up for bad reactions on purpose, like by catching them with the first two stages of Ascension (ground ● > ●), then intentionally dropping them from the combo and putting up Shield of Light. If their instinct is to mash out of the situation with a quick attack, they'll play into your hands and give you something to react to. If not, the shield recovers naturally, and you can return to dancing up close with them. You can even evasion cancel from an undisturbed Shield of Light for finer positioning and a slightly quicker follow-up.

GALLERY

APPEARANCE

Warrior of Light

Fledgling Warrior

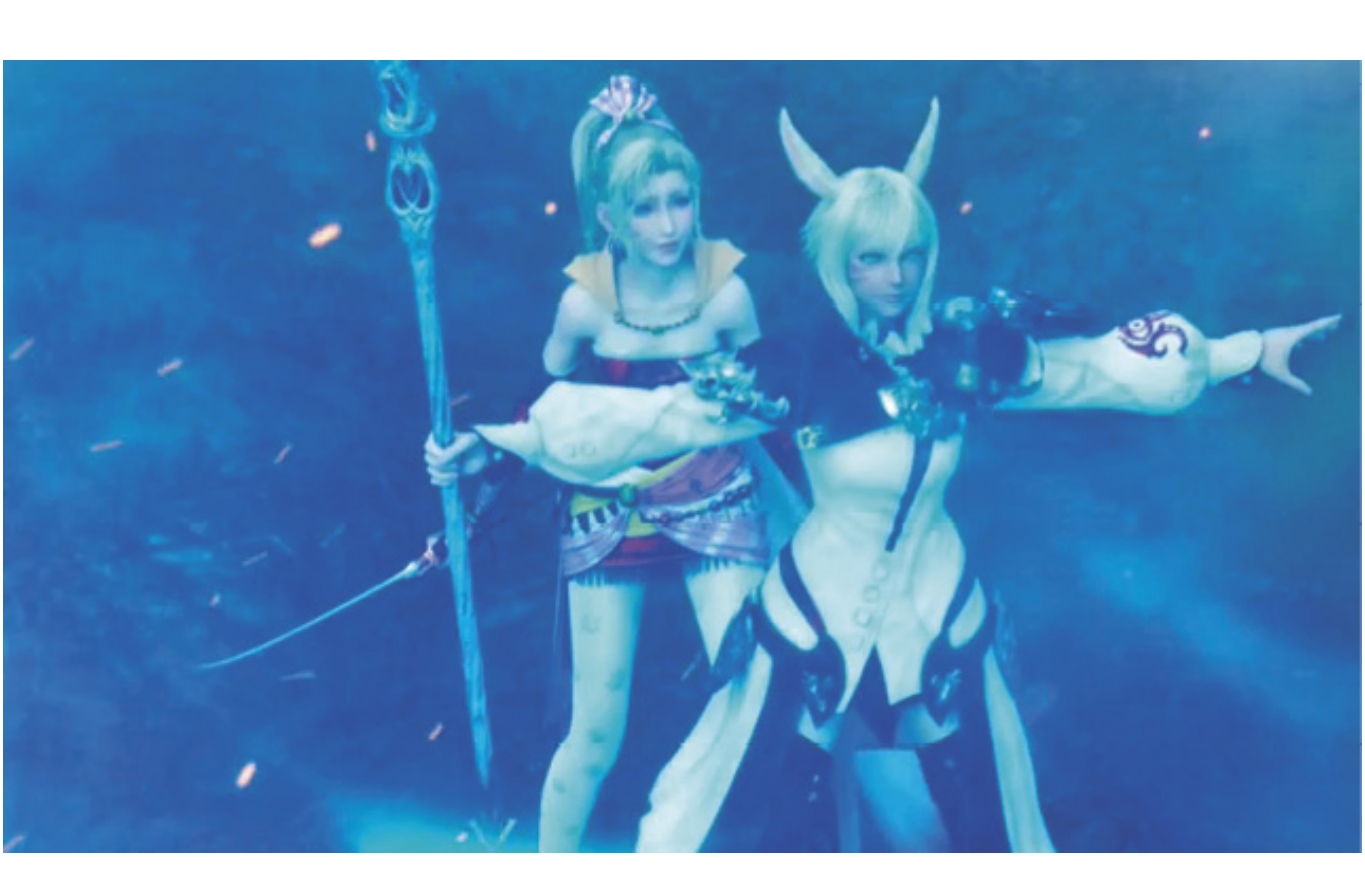
WEAPONS

Braveheart/Lustrous Shield

Flame Sword/Flame Shield

Icebrand/Ice Shield

MARKSMAN

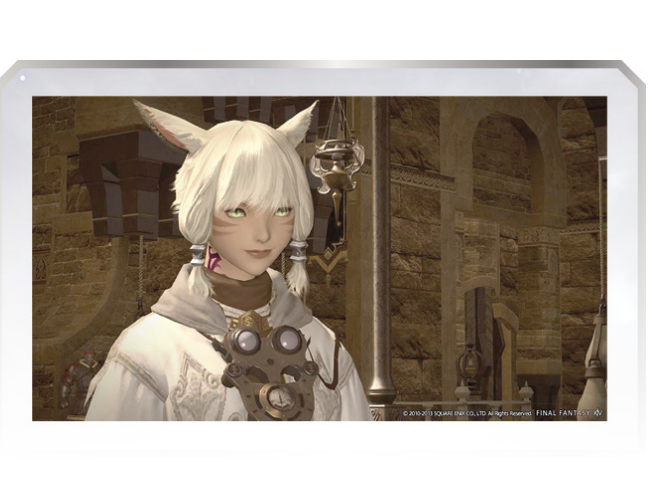


This maven of magic revels in debuffing and trapping enemies. She can minimize the time between each of her attacks, thus enabling her to stand in one spot and become aetheric artillery. Just be ready to read your foes' moves and anticipate their actions.

Original Appearance: *FINAL FANTASY XIV*

Year: 2010

Role: Y'shtola is a prominent member of the Scions of the Seventh Dawn, an organization dedicated to defending Eorzea from an oppressive Garlean Empire. She has a storied and highly regarded history of being one of the saviors of the realm, dating long before the Calamity.



Other Noteworthy Appearances: *FINAL FANTASY XIV: A Realm Reborn* (2013), *FINAL FANTASY XIV: Heavensward* (2015), *FINAL FANTASY XIV: Stormblood* (2017)

ARSENAL

BRAVERY ATTACKS

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Stone	Grounded	●	128, 128, 176 (432)	4.0	Fire three stone shards at your enemy from a distance.
Virus	Grounded	↑ + ●	432	4.0	Hurl a virulent sphere at your foe from a distance.
Blizzara	Grounded	↓ + ●	448	0.5	Summon an eruption of ice before you, leaving behind a binding field of cold.
Stonera	Dashing (Grounded)	●	16, 448 (464)	0.5	Place an earth trap nearby that knocks away enemies caught in it with a violent force.
Ruin	Airborne	●	128, 128, 176 (432)	4.0	Shoot a trio of speedy non-elemental magic bullets at your target.
Aero	Airborne	↑ + ●	304, + 200 (504)	4.0	Launch a homing orb of strength-sapping wind at your foe.
Fluid Aura	Airborne	↓ + ●	160	1.5	Unleash a swift blast of water that blows away your foe and roots them in place.
Aerora	Dashing (Airborne)	●	16x7, 192, (+ 200) (504)	0.5	Summon a powerful wind trap that engulfs enemies in a vortex, causing lasting damage.

HP ATTACKS

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Holy	Anytime	■	—	1.0	Emit a burst of holy light above you that stuns enemies who get too close.
Vivifying Lance	Anytime	■	—	1.5	Fire a lance of light to pierce foes directly ahead. Heals your party on hit.
Holy Snare	Anytime	■	32, 48x5 (272)	0.5	Lay a magic trap that detonates when touched. Decreases speed if it hits.
Spiritual Ray	Anytime	■	—	4.5	Cast a spell of earth, water, and wind around a foe, drawing in nearby enemies and exploding.

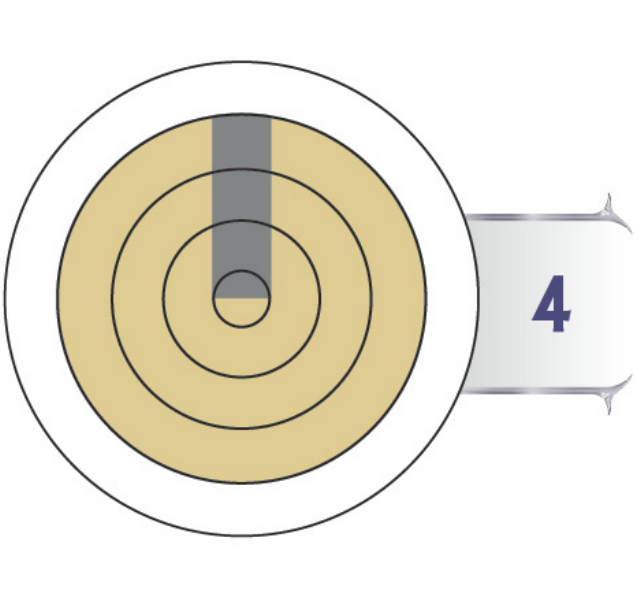
EX SKILL

NAME	STATE	COMMAND	RECAST TIME	RANGE	CAPSULE DESCRIPTION
Aetherial Pulse	Anytime	Hold △	60 seconds	2.0	Continuously emit a regenerating aura, healing nearby allies and strengthening their resolve.

BRAVERY ATTACK BREAKDOWN

STONE

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ●	128, 128, 176 (432)	Inflicts slow for five seconds.



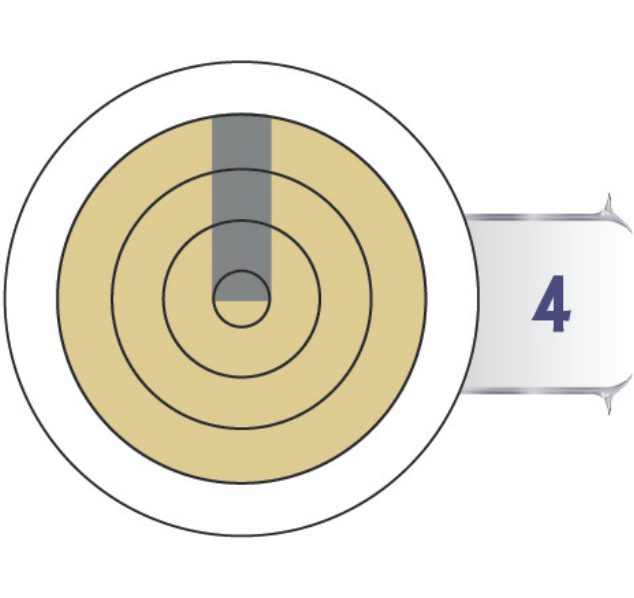
Y'shtola fires three stone shards that quickly dart at her target, afflicting lethargy on foes failing to evade them.

Stone is a fast-traveling set of projectiles with a quick cast time, ideal for tagging foes at long range while minimizing your own vulnerability.

This magic attack is excellent for slowing down high-priority enemies, making it easier for your team to collapse on the enfeebled target. The first cast of Stone has a low projectile priority. However, you can cast an upgraded version by immediately casting another, indicated by a gold glow around your projectiles.

VIRUS

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ↑ + ●	432	Inflicts virus effect (lowers attack and defense for 15 seconds). + 6.25% damage taken. Tracking projectile.



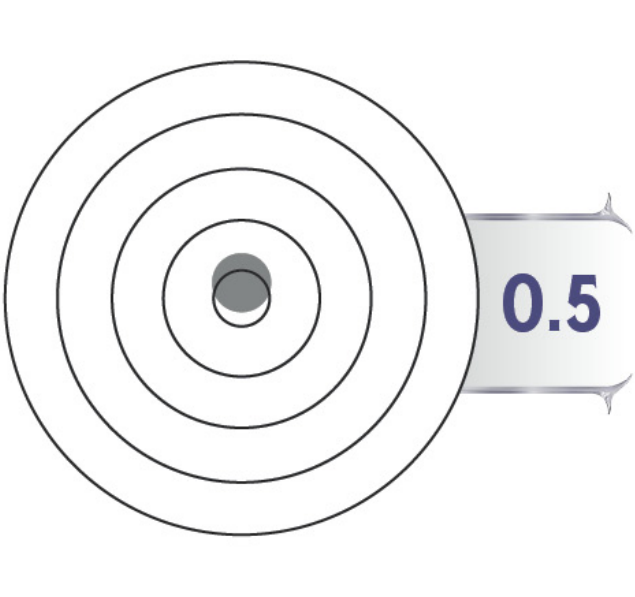
Y'shtola sends out a virulent orb that actively seeks her target. On impact, the spell weakens her victim.

Virus is a long-range, slow-moving homing projectile. While it doesn't fly as quickly as Stone, the orb tracks its target, capable of connecting with enemies still on the move. Additionally, targets afflicted with Virus have both their attack and defense slightly lowered for 15 seconds. Virus doesn't increase in damage when cast on a target already afflicted with virus.

The secondary effect isn't particularly significant, but the tracking property as well as its on-screen duration make Virus a handy attack to toss out to deter enemies and is a great follow-up attack after setting up a Blizzara trap.

BLIZZARA

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ↓ + ●	448	Trap lasts for 15 seconds. Two traps maximum. Inflicts bind for five seconds.



Icy stalagmites erupt from below as Y'shtola lays down a binding field of cold in a field in front of her.

Blizzara is one of several of Y'shtola's magical traps. However, it exhibits a unique trait with its initial burst attack, making it a useful on-demand attack against enemies directly in front of you.

Its secondary effect is incredibly powerful. Foes caught in the trap are bound and unable to move for five seconds—plenty of time for a subsequent Stone or HP Attack follow-up.

Unlike the other trap attacks, evasion canceling this powerful enfeebling spell hardly mitigates its recovery period. However, you can have two Blizzara traps out at any time, while her other traps have a limit of one. For instance, you can use a three-step sequence of **Blizzara** > **evasion cancel away** > **Blizzara** to set up a defensive fortress of ice.

STONERA

COMMAND	BRAVERY DAMAGE	NOTE
Dashing (Grounded) ●	16, 448 (464)	Trap lasts for 30 seconds. One trap maximum.

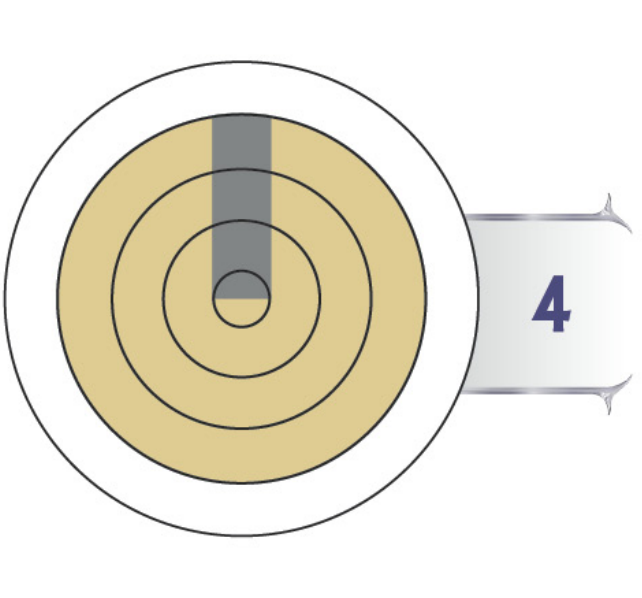
Y'shtola lays down a magical earth trap. Enemies who wander into its range are met with the collapse of a massive boulder attack, then flung away helplessly.

Stonera is an exceptionally powerful trap. It deals high damage and launches foes far into orbit, keeping you safe and giving you a large swing in Bravery.

A strong trap sequence to set up Stonera is: **Blizzara** > **evasion cancel** > **dash** > **Stonera**. So your inputs would be ↓ + ● > ↓ + L1 > ↓ + R1 (Hold) > ●.

RUIN

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ●	128, 128, 176 (432)	—



From the air, Y'shtola sends a trio of non-elemental magic bolts flying at her target.

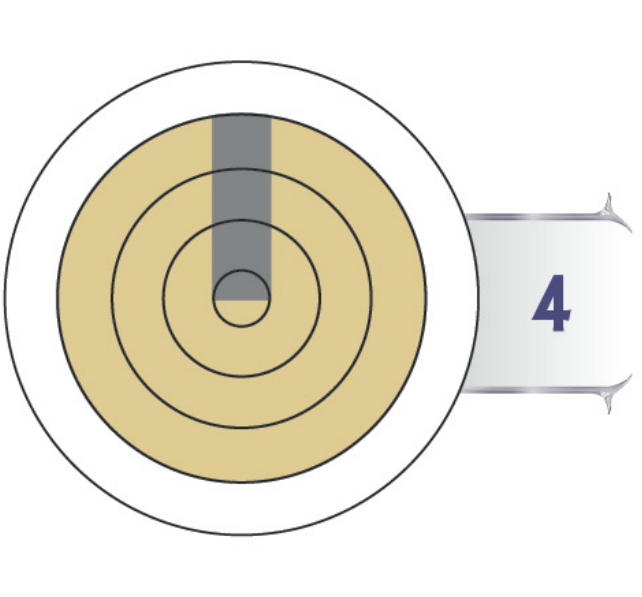
Ruin is an excellent attack to use after setting up your traps. You can pester enemies at long range, deterring aggressors and forcing them to move or evade as they approach you.

Although the projectiles don't track as well as Aero or Virus, they move much more quickly, giving foes less time to react in spots where you don't have time to throw out an Aero or set up an Aerora trap.

Like Stone, Ruin has an "upgraded" version. Casting Ruin again immediately after a previous one (without moving or doing anything else), results in a golden Ruin cast, allowing it to plow through other projectiles.

AERO

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ↑ + ●	304, + 200 (504)	Inflicts aero (200 Bravery damage over 10 seconds). Tracking projectile.



Aero is essentially an aerial version of Virus, but with a different secondary effect. On hit, Aero saps 200 Bravery over 10 seconds from the afflicted target.

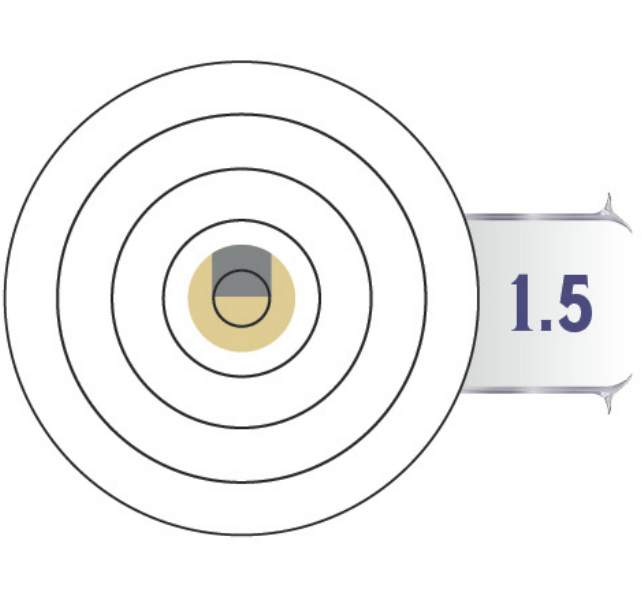
Since Aero is an airborne attack, it edges out Virus in functionality (you generally want to stay airborne as Y'shtola).

Throw out Aero after setting up Aerora to compel movement from your targets while deterring melee-based fighters from engaging.

While the projectile isn't as fast as Ruin, its tracking property makes it a major annoyance for the two non-marksman classes.

FLUID AURA

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ↓ + ●	160	Inflicts bind for two seconds.

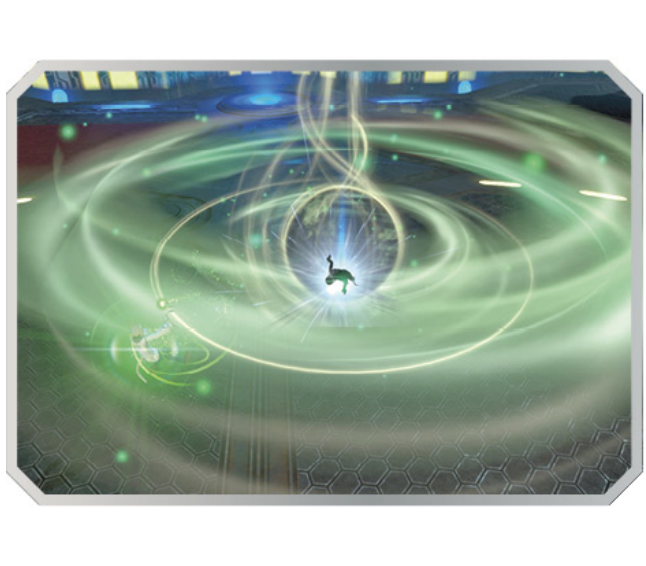


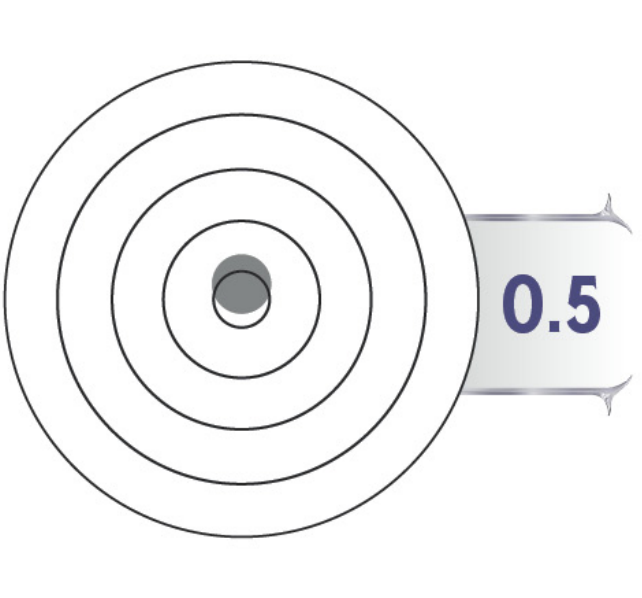
Y'shtola expels a burst of water, repelling a nearby enemy with extreme force. The victim then suffers a brief rooting effect upon landing from the blast.

Fluid Aura should be used purely as a reactionary defensive tool to quickly eject your aggressor from the vicinity. Its windup time is relatively short and it is difficult to avoid. Take advantage of the binding effect that kicks in after your opponent hits the floor either by following with a dash-in Aerora or by simply attacking from range with Stone or Ruin.

AERORA

COMMAND	BRAVERY DAMAGE	NOTE
Dashing (Airborne) ●	16x7, 192, (+ 200) (504)	Trap lasts for 30 seconds. One trap maximum. Inflicts aero.





As a master conjurer, Y'shtola assembles a trap of elemental air in front of her, engulfing enemies caught inside a vortex. Foes entangled by the trap have their power sapped.

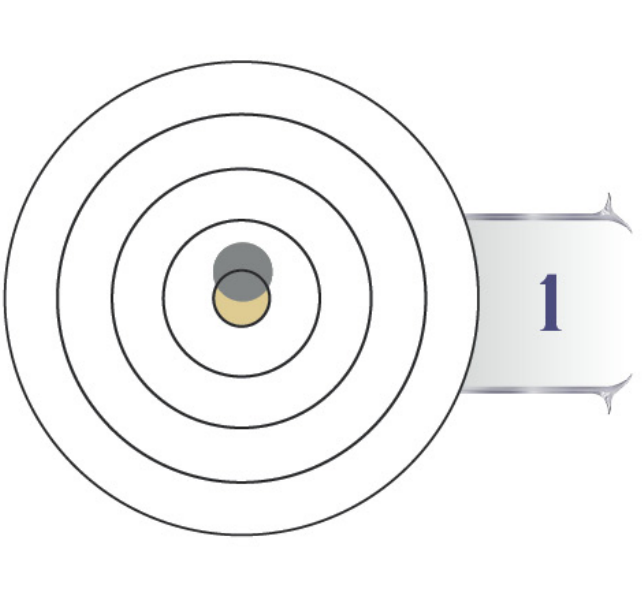
The Aerora trap is one of many that Y'shtola can lay down. It's a wind-based spell that deals a total of roughly 500 Bravery damage—a portion up-front during its vortex with the remaining damage as a damage-over-time effect (damage dealt this way does not add to your own Bravery count).

Although Aerora is a trap, you can and should use it as a quick close-range attack in certain situations. Since it wraps up and technically "stuns" the enemy during its hit animation, you can use Aerora to help your teammates combo their attacks if you're able to collapse and single out a target. And because it's your "while dashing" Bravery Attack, you can transition seamlessly into casting it if you're dash-chasing a foe.

HP ATTACK BREAKDOWN

HOLY

COMMAND	BRAVERY DAMAGE	NOTE
■	—	Draw-in range: 0.5 on nearby enemies before the burst. Inflicts stun effect for six seconds.



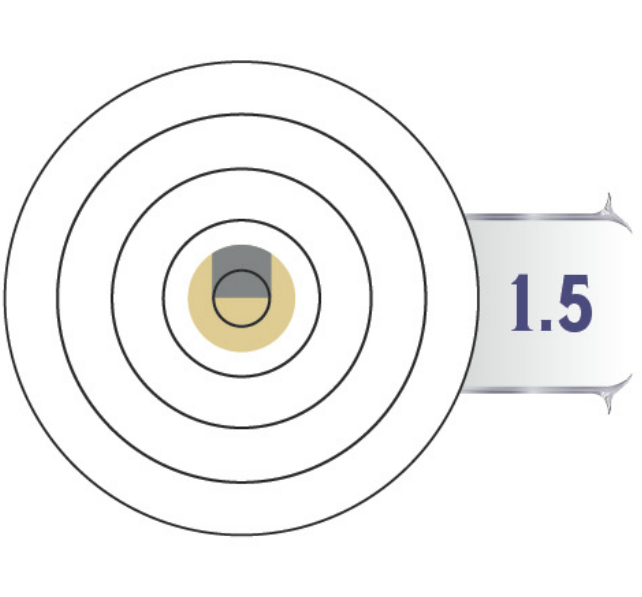
Drawing from her expertise in white magic, Y'shtola summons an orb above her that draws in enemies before erupting with a blinding burst.

Holy is a close-range, area-of-effect HP Attack. Immediately upon casting and before dealing its damage, the spell pulls in nearby enemies with a vacuum effect that reaches up to 1.5 range. Additionally, enemies expelled with Holy are stunned for a short time after.

Since it's a limited close-range attack, using Holy to finish off an opponent's HP may seem counterintuitive for a marksman. However, it shines as an effective defensive option and should be used as such, especially for dealing with multiple close-combat aggressors at once. Since its effective area is a large radius around Y'shtola, you can use it to punish enemies behind you without cycling through targets.

VIVIFYING LANCE

COMMAND	BRAVERY DAMAGE	NOTE
■	—	Heals each teammate for 500 HP.



Y'shtola charges up and fires a fast-traveling magic bullet at her target. As it pierces the enemy, Y'shtola and her allies have their wounds healed.

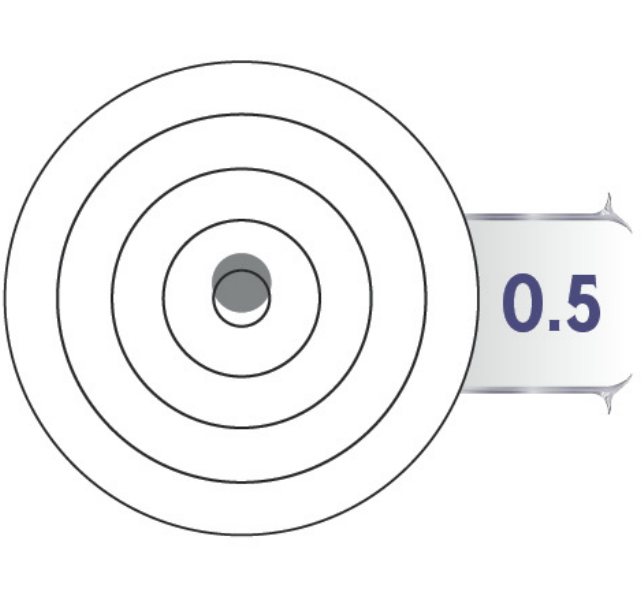
Vivifying Lance is a versatile mid-range HP Attack. It can be used to reliably finish off targets just outside of melee range, but its main strength is its healing effect. Regardless of HP damage dealt, Vivifying Lance restores 500 HP to all members of the team.

Generally, Y'shtola can only heal allies when Aetherial Pulse is ready (essentially, once every 60 seconds). However, if you can reliably nail targets with Vivifying Lance, you can burst-heal your allies' HP at an incredible rate.

While its healing effect is extraordinary, Vivifying Lance can be difficult to land. It has a longer windup time than her Bravery Attacks while not covering as much range as they do. However, if you stick by your team, you can capitalize on a teammate's Bravery combos with a follow-up lance.

HOLY SNARE

COMMAND	BRAVERY DAMAGE	NOTE
■	32, 48x5 (272)	Inflicts slow for 20 seconds. Trap lasts for 30 seconds. Four traps maximum.



Y'shtola sets a magical snare that inflicts its ensnared victim with an extreme lethargy.

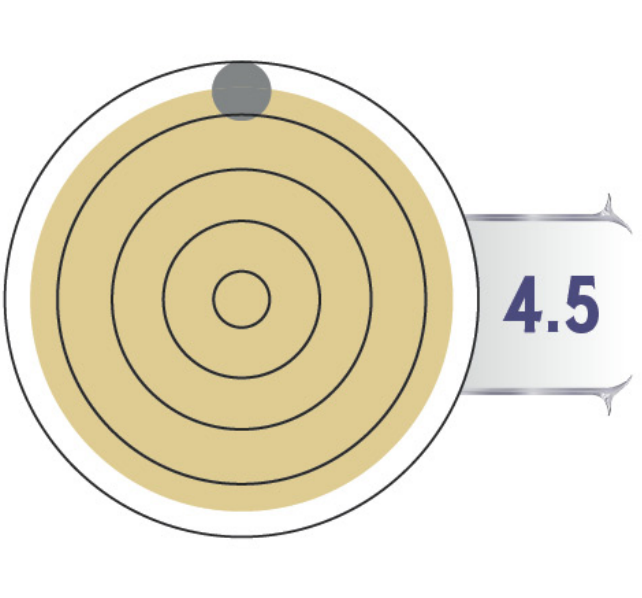
Holy Snare, like Blizzara and Stonera, is a magical trap. Up to four instances of the trap can be placed at a time, and foes caught by the trap take some up-front Bravery damage before a final HP-damaging hit.

If Holy Snare doesn't finish off the enemy, they're left with an incredibly powerful slow debuff that persists for 20 seconds. Holy Snare is highly recommended for controlling specific areas, such as cores. In conjunction with her plethora of Bravery-damaging traps, Y'shtola can effectively keep vast amounts of area off-limits for the enemy team.

Note that it's possible to have up to four Holy Snares active at once—by casting two instances of it while airborne and two while grounded.

SPIRITUAL RAY

COMMAND	BRAVERY DAMAGE	NOTE
■	—	Draw-in range: 0.5. One spell maximum. Five-second start-up.



Calling upon the elements of Conjury, Y'shtola summons a ring around her target that generates a gravitic pull, drawing in all other enemies before finally unleashing an elemental explosion on foes in the vicinity.

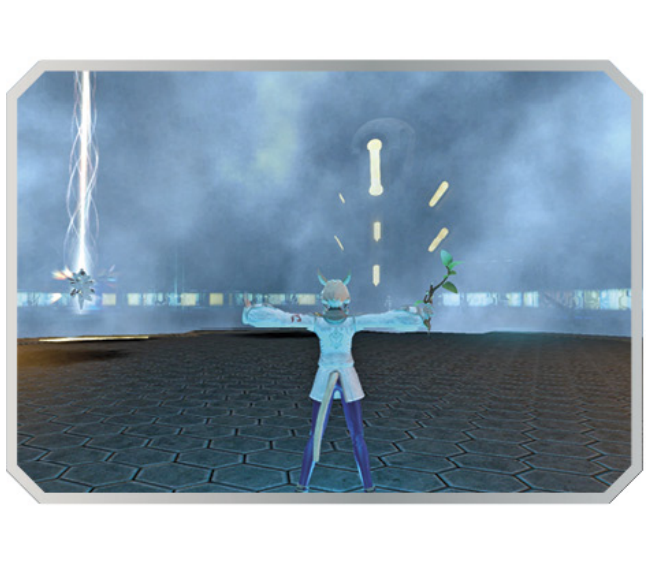
In addition to its vacuum effect, this HP Attack boasts superior range to most attacks in the game, with a range of 4.5 and a large damage radius. However, the detonation timer is extremely long—it takes around five seconds after placing the ring before it's detonated. While there's a draw-in effect, most enemies near the ring can easily escape it by dashing away since they have plenty of time to do so.

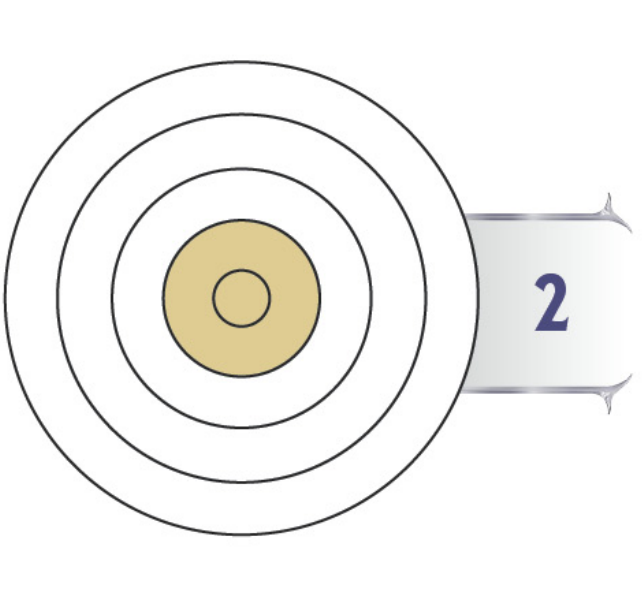
Even though Spiritual Ray is avoidable in most cases, it shines in certain situations where you need to control a particular area. For instance, if a summoning core spawns, you can target the core from 4.5 distance, then place a Spiritual Ray on it to deter melee-based enemies from engaging it. This affords some time for your team to collapse on the important objective.

EX SKILL BREAKDOWN

AETHERIAL PULSE

COMMAND	RECAST TIME	NOTE
Hold J	60 seconds	Generates 75 HP/Bravery every 0.5 seconds. Cannot be interrupted by Bravery Attacks.





Y'shtola surrounds herself with a torrent of regenerative rain that empowers allies and tends to their wounds.

Y'shtola's unique EX Skill restores HP and generates Bravery for herself and allies in range for as long as it's channeled (hold △ to channel; restores 150 HP and 150 Bravery per second). Additionally, only HP Attacks can interrupt Aetherial Pulse casting.

Although she can't be interrupted by Bravery attacks, she becomes an easy target for HP Attacks since she can't move or perform other actions.

It's recommended that you coordinate with your team before casting Aetherial Pulse to extract the most out of its restorative effects.

Note that Aetherial Pulse's recast time begins as soon as you begin channeling the ability.

BATTLE PLAN

Although there isn't an official "support" role, Y'shtola comes the closest to fitting the bill in *DISSIDIA*. Her traps are well suited for controlling map objectives such as summoning cores, and her various HP/Bravery-restoring skills afford her teammates extra survivability.

As a supportive marksman, your battle plan should largely consist of staying close to your teammates and playing around summoning cores. You can set up traps around specific areas and objectives (like spawning summoning cores), to fortify a position where you can act as long-range artillery with your various projectile spells.

A trap-based playstyle can be enhanced even further by equipping the HP Attack Holy Snare. You can potentially have up to four Holy Snares, two instances of ↓ + ● (Blizzara), a Dashing (Grounded) ● (Stonera), and one instance of Dashing (Airborne) ● (Aerora) all up at once on the battlefield (not that you'd likely get a chance in a real match to set them all up at one time). Learning how and when to set up your traps efficiently is vital. Remember to evasion cancel your trap placements, minimizing your vulnerability and keeping you mobile. Also be mindful of the types of traps you can place depending on your character state (e.g., while grounded, you have Blizzara and Stonera, and while airborne, you have Aerora).

Generally, in a regular match, you can create enough space to safely cast at least one or two traps before aggressors engage you (unless you're being heavily focused by multiple assassins/marksmen). Ideally, you can create enough room to place either a Stonera or a Blizzara down so that you have a safe zone to deter enemies from approaching you from certain angles.

Even though Y'shtola leans more toward a supportive character than an offensive marksman, she can hold her own in most long-range skirmishes as long as she has breathing room. Her ranged threats include grounded ● (Stone), airborne ● (Ruin), grounded ↑ + ● (Virus), and airborne ↑ + ● (Aero)—all adequate to make her a viable threat on the battlefield. Use fast-traveling projectiles like Stone and Ruin to pester and slow enemies, and be sure to utilize the upgraded versions of these attacks by casting them back-to-back (for instance, **Stone** > **Stone** and **Ruin** > **Ruin**) if you're facing off against other marksmen (although preferably, you have assassins on your team to do that for you). If you're not in immediate danger and have room to go on the offensive, you can use the slow-traveling, tracking projectiles, Virus and Aero, to control and disrupt enemies, providing cover for your team to go on the offensive as well. And although Aerora is a trap attack, you can use it offensively in combo scenarios. When the opportunity arises, use Aerora to capitalize on your teammates' openings, which further opens up extra combo opportunities thanks to Aerora's high-hit-count damage animation.

Y'shtola's unique EX Skill is a channeled heal, and while channeling it, you're immune to interruption by Bravery Attacks. However, you're still vulnerable to HP Attacks, so use this ability wisely, preferably when you have the cover of other teammates. Vivifying Lance is another strong healing tool you can equip to complement a healing role. It's an HP Attack with a long start-up time, but if you can coordinate attacks with your more aggressive teammates, you can find spots to deal HP damage while healing up your party with its team-wide HP restoration on-hit effect. Additionally, you can equip HP Regen as one of your common EX Skills to further enhance your support capabilities, giving you an extra source of HP healing while the Aetherial Pulse gauge is still regenerating (which has a 60-second recast time).

Y'shtola is an incredible asset on most team compositions as long as you carry out a methodic match strategy with priorities such as: setting traps around objectives (making sure to weave in evasion cancel and dashing), playing around and supporting your teammates with Aetherial Pulse/Vivifying Lance, and using your various ranged projectiles to disrupt enemy movement and defenses, providing cover for your allies.

GALLERY

APPEARANCE

Scion of the Seventh Dawn

Scion Healer's Robe

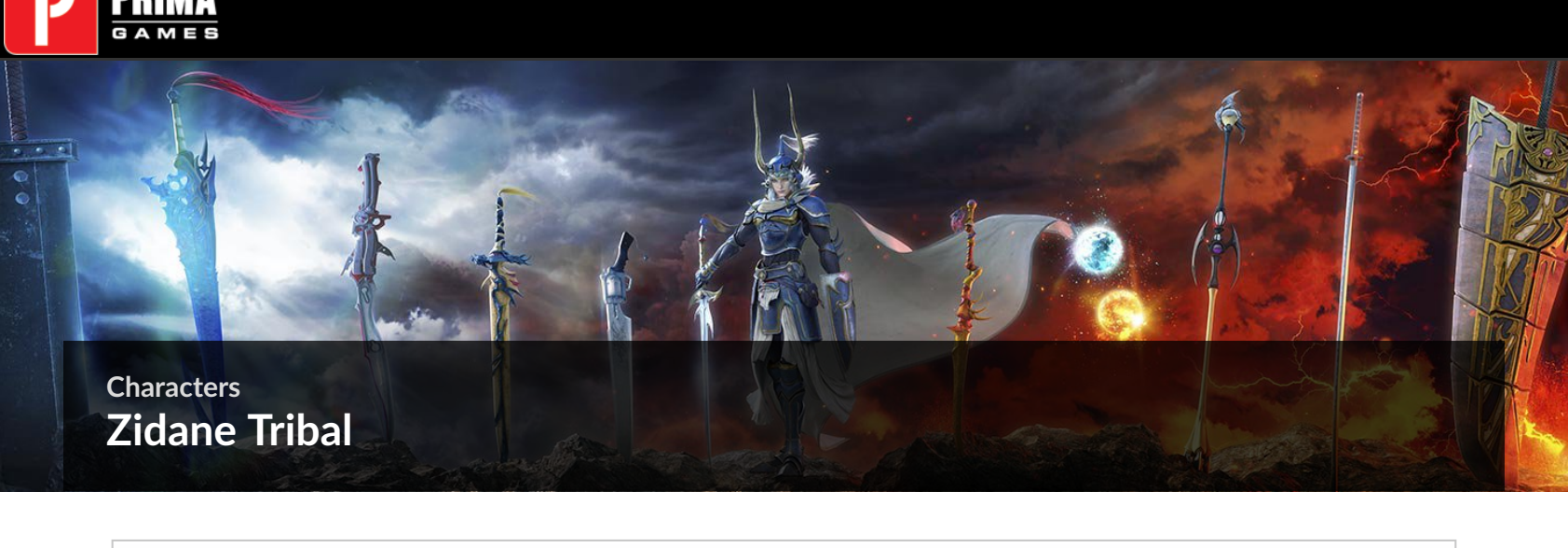
WEAPONS

Budding Maple Wand

Alkalurops

Truth Seeker

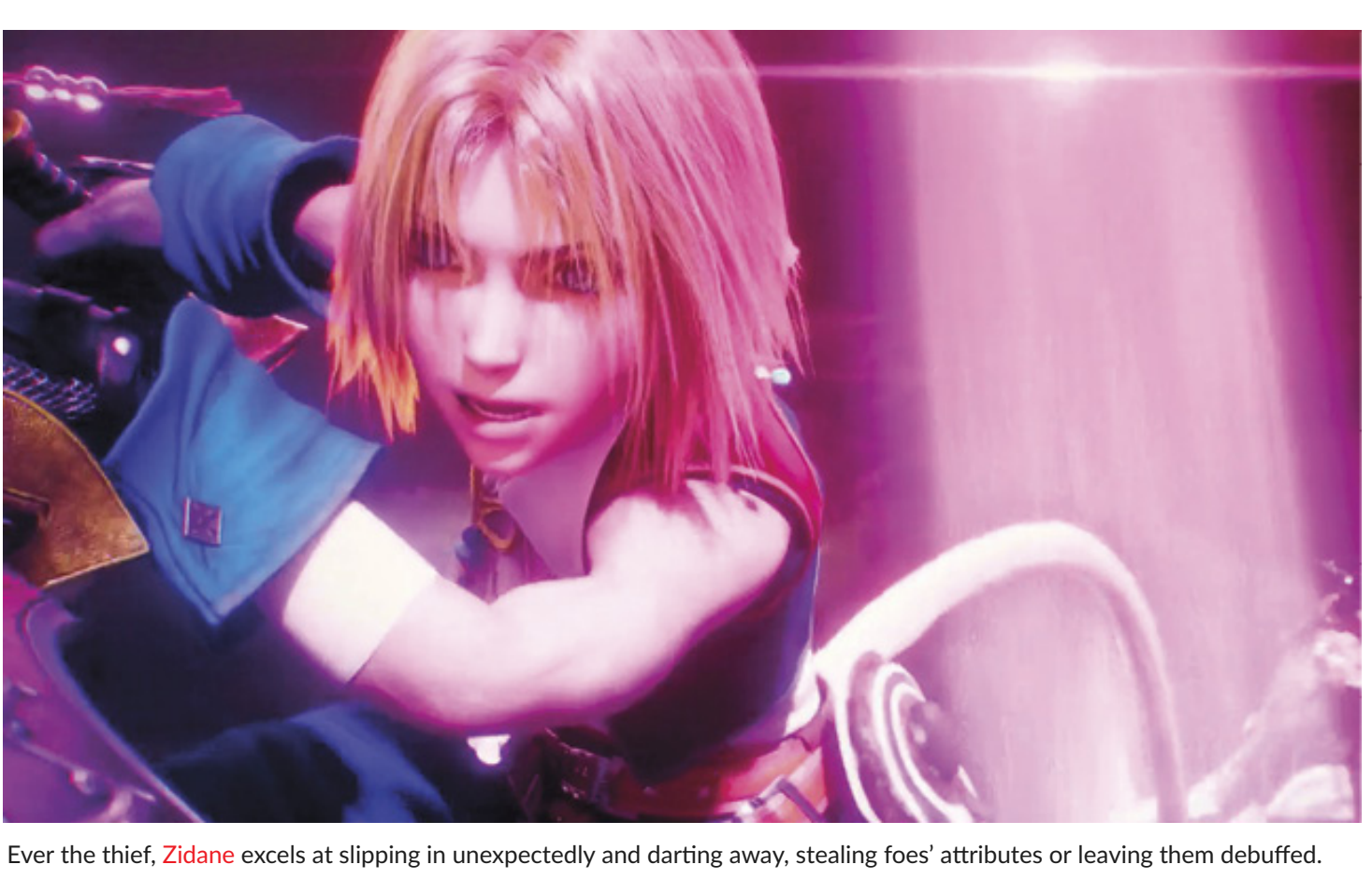
Thyrus



Characters

Zidane Tribal

ASSASSIN



Ever the thief, Zidane excels at slipping in unexpectedly and darting away, stealing foes' attributes or leaving them debuffed. Always be alert for openings in enemies' defenses, and be ready to pounce at a moment's notice.

Original Appearance: *FINAL FANTASY IX*

Year: 2000

Role: Zidane is a member of a thieves guild called the Tantalus Theater Troupe, located in the regency of Lindblum. His adventure begins when his group is tasked by the regency's ruler, Cid, to kidnap Princess Garnet in order to uncover the mystery behind Queen Brahne's abrupt change in behavior.

Other Noteworthy Appearances: *DISSIDIA FINAL FANTASY* (2009), *DISSIDIA 012 FINAL FANTASY* (2011), *Theatrhythm FINAL FANTASY* (2012), *Theatrhythm FINAL FANTASY Curtain Call* (2014), *FINAL FANTASY Brave Exvius* (2015)

ARSENAL

BRAVERY ATTACKS

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Rumble Rush	Grounded	● > ● > ●	96x2, 128, 176 (496)	0.5	Unleash a dynamic series of attacks with your short swords.
Booster 8	Grounded	↑ + ● > ●	16x2+ 160, 288 (480)	1.5	Rush in and smack your foe, then send them flying with your compound sword.
Stellar Circle 5	Grounded	↓ + ●	432	1.5	Spin yourself so fast that a tornado forms around you.
Swift Attack	Airborne	● > ● > ●	80x2, 48x2+ 96, 144 (496)	0.5	Unleash a series of attacks with both your short swords and compound sword.
Scoop Art	Airborne	↑ + ● > ●	192, 288	1.0	Knock your enemy up into the air, then kick them toward the ground.
Meo Twister	Airborne	↓ + ● > ●	96x2, 96+ 192 (480)	1.0	Assail your opponent from above, then throw your compound sword and have it explode in their face.
Steal (Mug)	Dashing (Grounded & Airborne)	●	80 (224 during Trance)	1.5	Rush at your target and steal some of their attack power, defense, and movement speed.

HP ATTACKS

NAME	STATE	COMMAND	BRAVERY DAMAGE	RANGE	CAPSULE DESCRIPTION
Free Energy	Anytime	■	–	1.0	Release a wave of energy toward a nearby foe. Activates the Steal ability on hit.
Tidal Flame	Anytime	■	–	3.0	Cast a pillar of flame from afar that pursue the enemy, removing some buffs on hit.
Shift Break	Anytime	■ (chargeable)	–	2.0	Conjure a whirlpool, followed by a lightning bolt. Poisons and lowers movement speed on hit.
Solution 9	Anytime	■	–	0.5	Blast nearby enemies with a wave of energy. Activates Trance on hit.

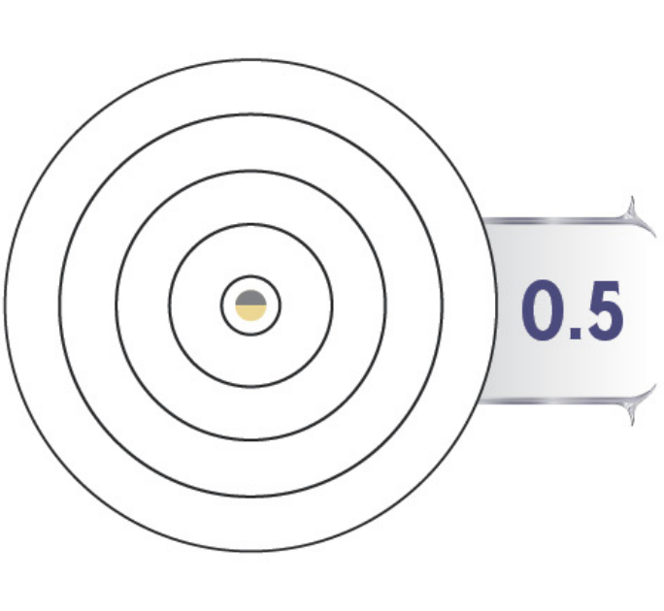
EX SKILL

NAME	STATE	COMMAND	RECAST TIME	RANGE	CAPSULE DESCRIPTION
Trance	Anytime	▲	75 seconds	–	Your attribute-stealing ability deals more damage, temporarily increases how long you can dash, and removes any debuffs afflicting you.

BRAVERY ATTACK BREAKDOWN

RUMBLE RUSH

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ● > ● > ●	96x2, 128, 176 (496)	–



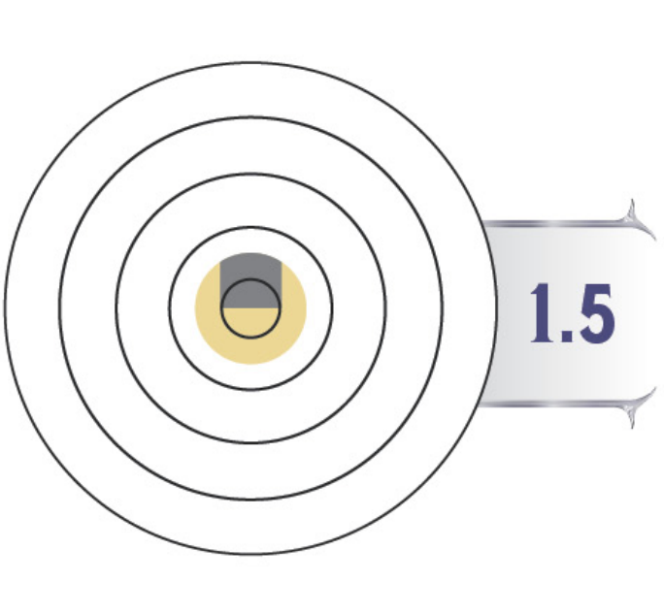
Zidane lunges forward while cutting into his foe with his daggers, then performs a flash kick, popping the enemy up. Zidane finishes the sequence with a cross-cut attack to send the foe flying away past mid-range.

Rumble Rush is a quick close-range Bravery Attack primarily used to follow up on your marksman's ranged attacks, or as a follow-up for a wall-pin combo.

While it doesn't provide as much reach as his grounded ↑ + ● attack (Booster 8), Rumble Rush is faster and deals more damage. Additionally, its second hit (the somersault-kick portion) allows for team combo follow-ups if you stop the sequence at the second ● input.

BOOSTER 8

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ↑ + ● > ●	16x2+ 160, 288 (480)	–



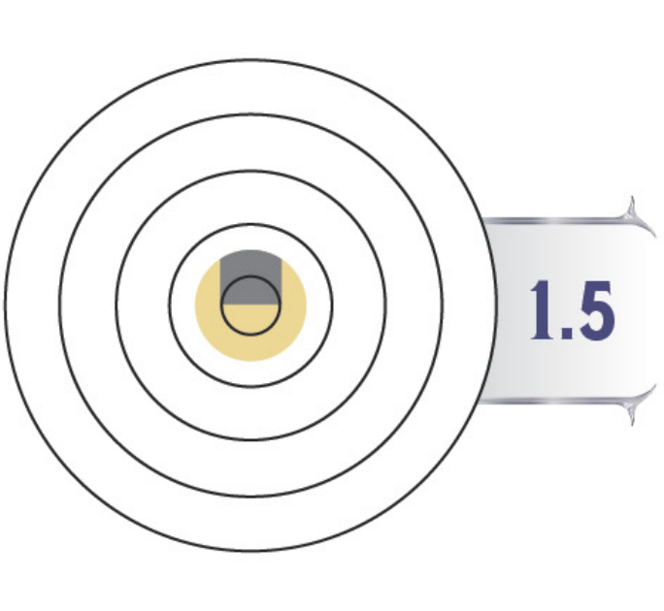
Zidane quickly backflips into a pouncing posture, then swiftly charges at the enemy, carving into them with his daggers before launching them into the air with a rising spin attack.

This mid-range rush maneuver covers a large horizontal distance (about double that of Rumble Rush) and is a premium attack for ground-to-ground engagements, particularly for hit-confirming your marksman's ranged attacks. Its knockback effect puts the enemy at mid-range and leaves you mid-air, so you can go for a neutral dash cancel to continue applying pressure with an air-to-air attack like dashing ● (Steal) or airborne neutral ● (Swift Attack).

On miss, Booster 8 leaves you airborne at around jump height, so prepare to evasion cancel into a potential subsequent attack, such as an airborne ↓ + ● (Meo Twister) on a grounded opponent.

STELLAR CIRCLE 5

COMMAND	BRAVERY DAMAGE	NOTE
Grounded ↓ + ●	432	Can move during attack. Draw-in range: 1. Guard/evasion-cancelable anytime.



With his daggers extended, Zidane spins so fast he becomes a human tornado for several seconds, pulling in and destroying enemies in his path.

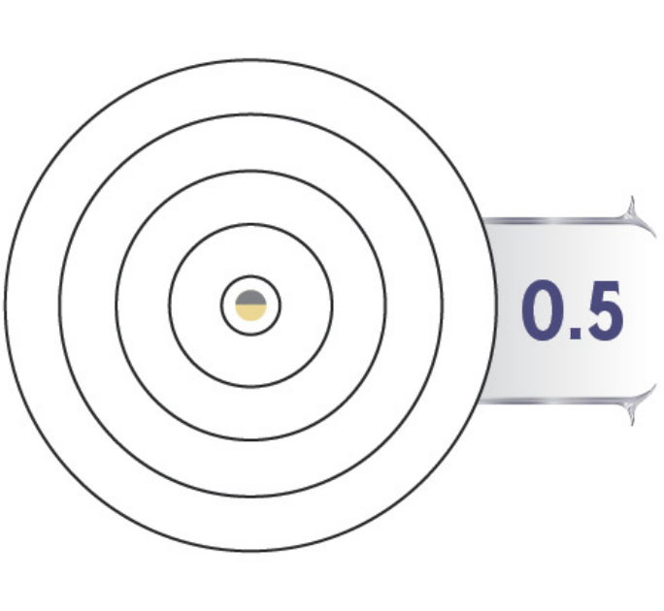
Stellar Circle 5 is a unique attack with several special properties. While Zidane is spinning, you have complete control of his movement (although slower than his normal ground speed). Additionally, nearby enemies are drawn into the tornado, forcing them to either dash away or take a chunk of Bravery damage. Furthermore, you can cancel the tornado at any time with a guard or evasion cancel. On hit, you can immediately dash cancel this attack (almost instantaneously upon hit), affording you an inordinate amount of advantage. If used near a wall, you can hit the same foe twice—the first hit pins them against the wall, the second hit will reach them before they can recover.

It may be a difficult attack to land properly due to its slow trajectory and limited range, as foes can merely run away from you as soon as you begin to spin, which can leave you vulnerable to vanguard attacks. However, it can be used as an anti-air attack in specific situations because of its massive vertical reach.

Stellar Circle 5 isn't an attack you want to throw out too often, but its evasion cancel property affords plenty of freedom to do so. Additionally, Zidane retains a steady poise value as he spins, so he can't be interrupted by most marksman Bravery Attacks as he keeps his tornado going.

SWIFT ATTACK

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ● > ● > ●	80x2, 48x2+ 96, 144 (496)	–

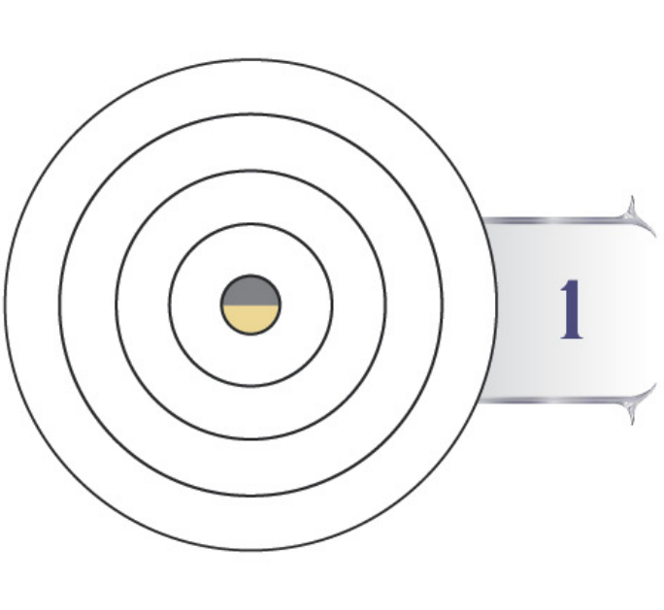


While airborne, Zidane swipes at a nearby foe with his daggers, then executes three rising slashes, lifting his victim higher into the air before delivering a final spike attack that blasts the enemy past mid-range.

This close-range flurry of attacks is similar to Rumble Rush in terms of damage, speed, and range. It has some vertical tracking (around jump height), so you don't have to be exactly level with your opponent to connect with it, as long as you're close enough. Its second input is a unique multi-hit rising attack that gives your teammates plenty of time to follow up.

SCOOP ART

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ↑ + ● > ●	192, 288	–



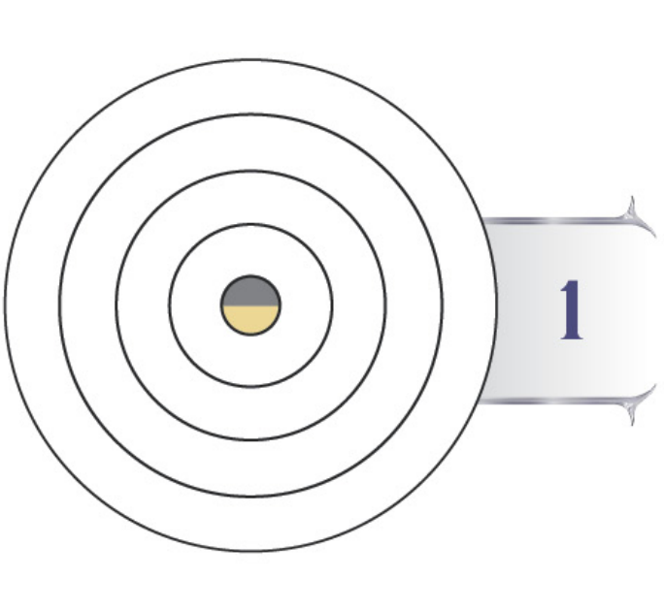
Zidane propels skyward, slashing through his target before slamming them into the ground with a stomp attack.

Scoop Art is an aerial attack designed to take down enemies high above you. Some characters have a distinct advantage in aerial mobility that allows them to escape high into the sky, such as Kuja with Flarestorm and Tidus with Up & Under. Zidane's Scoop Art is highly effective for catching these types of characters, punishing them by sending them back to ground level.

Although Zidane's aerial move set lacks in linear horizontal range, it includes two excellent vertical attacks, making him incredibly strong for high-verticality skirmishes.

MEO TWISTER

COMMAND	BRAVERY DAMAGE	NOTE
Airborne ↓ + ● > ●	96x2, 96+ 192 (480)	–

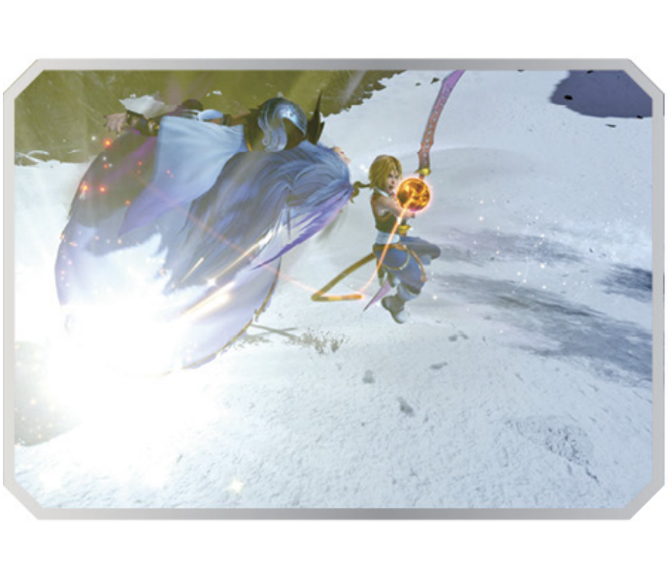


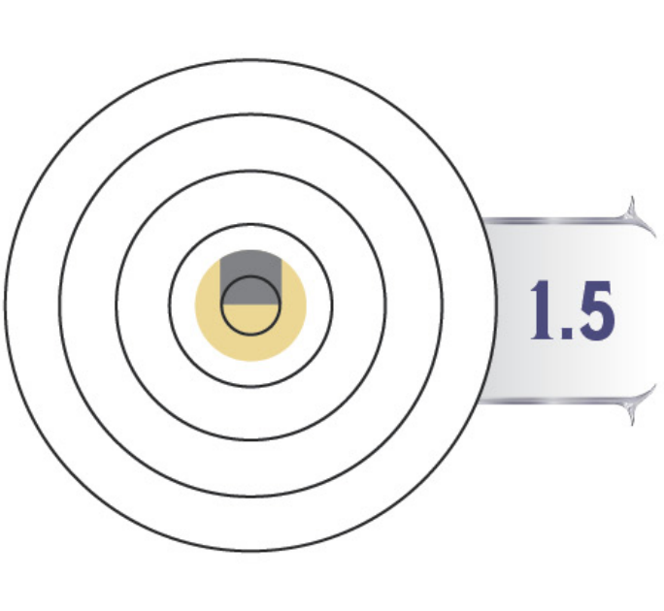
Zidane swoops down from the air upon his foe with two dagger slashes, followed by a springboard attack, and finishing with a compound sword throw that detonates on impact.

With its superior air-to-ground vertical reach, this dive attack is one of your most important tools for hunting down your foes. It can be preferable to your dashing ● attack, as it deals much more up-front damage while offering a respectable horizontal reach. The second ● input (the springboard attack into sword throw) leaves you at jump height while sending the enemy past mid-range, so you can seamlessly continue your aerial assault on the enemy.

STEAL (MUG)

COMMAND	BRAVERY DAMAGE	NOTE
Dashing (Grounded & Airborne) ●	80 (224 during Trance)	During Trance: Mug deals more damage with a higher-potency steal effect.





Zidane flies by his target and steals their attributes with a sleight of hand technique while popping the enemy up into the air.

Stealing attributes is a mechanic unique to Zidane. On hit, not only does Zidane gain a boost in damage, defense, and movement speed, but the enemy also suffers a loss in these stats. Both the buff on Zidane and the debuff on the enemy last for 20 seconds.

Steal is upgraded to Mug while Zidane has the Trance buff activated. It deals more damage, and its stat-stealing effect becomes more potent. For instance, Steal absorbs and increases damage by 6.25%, while Mug absorbs and increases damage by 12.5%.

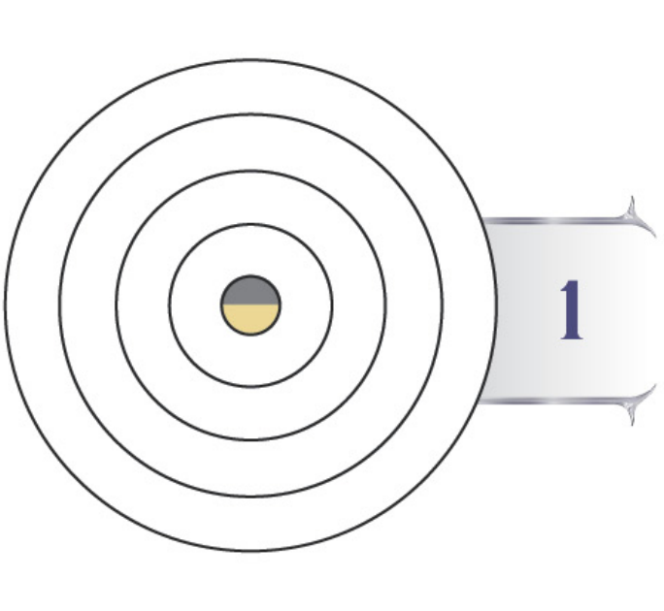
There are several indirect implications when an enemy's attributes are stolen. While the steal debuff is active, said enemy takes more damage from all sources, including from your allies, their movement speed is lowered slightly, and their attacks deal slightly less damage.

Although Steal and Mug don't do as much Bravery damage as other dashing attacks from other characters, it provides unique utility that hinders a foe's combat capabilities while increasing your own. In terms of range, Steal and Mug horizontally outrange Rumble Rush and Swift Attack, but lack vertical tracking, so you need to be level with your target's altitude to connect with them.

HP ATTACK BREAKDOWN

FREE ENERGY

COMMAND	BRAVERY DAMAGE	NOTE
■	64	During Trance: Causes Mug instead of Steal, with higher steal potency.

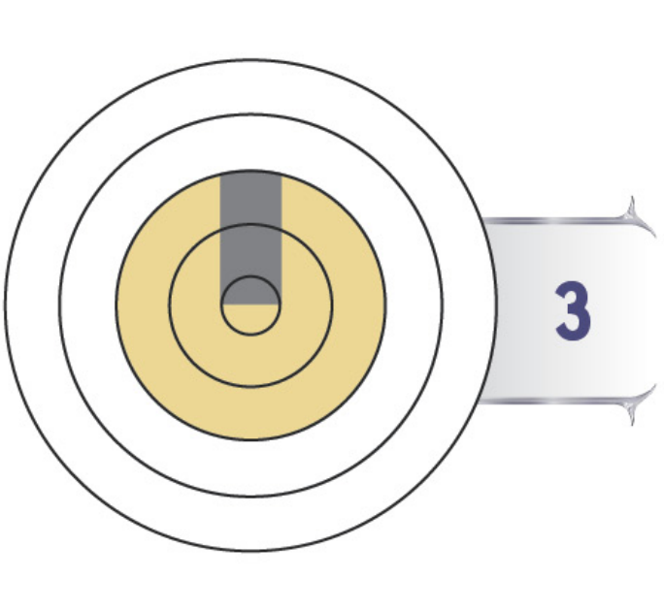


Zidane fires off a forceful blast of energy at a nearby enemy, knocking them away and sapping their strength.

Free Energy is a short-range beam-type attack with an incredibly quick travel speed and start-up time. It's geared toward an aggressive playstyle, giving you access to an unguardable attack within melee range. While it somewhat tracks vertically upon release (around jump distance), it's best used while you're on equal level, matching the enemy's altitude.

TIDAL FLAME

COMMAND	BRAVERY DAMAGE	NOTE
■	–	Inflicts Dispelga on hit.



From a distance, Zidane conjures several pillars of flames directed at the enemy, with subsequent eruptions pursuing the foe's position and purging the target of their buffs while setting them ablaze.

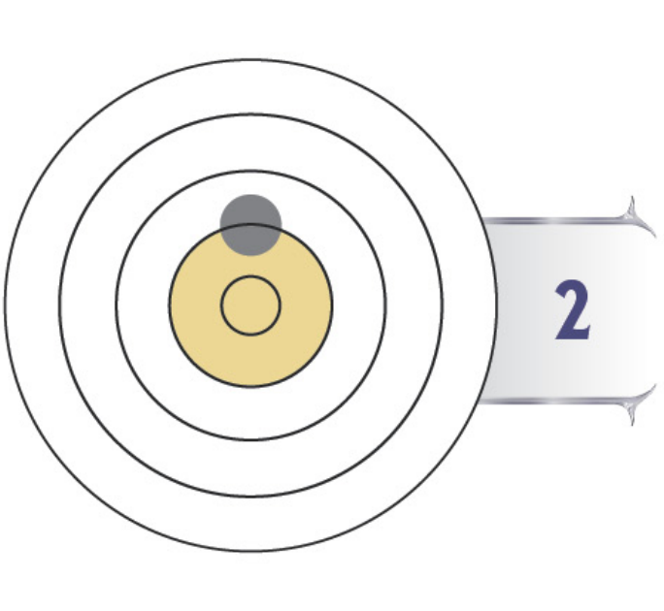
Tidal Flame is a shockwave-type attack with an excellent tracking property. While the shockwave itself is slow in travel speed, its presence persists for a relatively long time, clearing a path for your potential follow-up aggression.

On hit, Tidal Flame inflicts a Dispelga effect, removing all buffs from the victim as it deals HP damage.

Tidal Flame provides great utility and complements Zidane's toolkit incredibly well. Since he's an assassin lacking long-range projectile Bravery Attacks, Tidal Flame makes up for this weakness. During long-distance team standoffs, you can freely cast Tidal Flame to cover your advance and watch as Bravery projectiles disappear when they come into contact with your geysers of fire

SHIFT BREAK

COMMAND	BRAVERY DAMAGE	NOTE
■ (chargeable)	–	Draw-in range: 0.5. Inflicts Shift Break (poison and slow effect). Poison deals 24 Bravery damage per second (360 total). Charging delays lightning strike. 15-second debuff duration.



Zidane conjures a whirlpool beneath his target before delivering an electrifying lightning strike from above that poisons and slows the enemy.

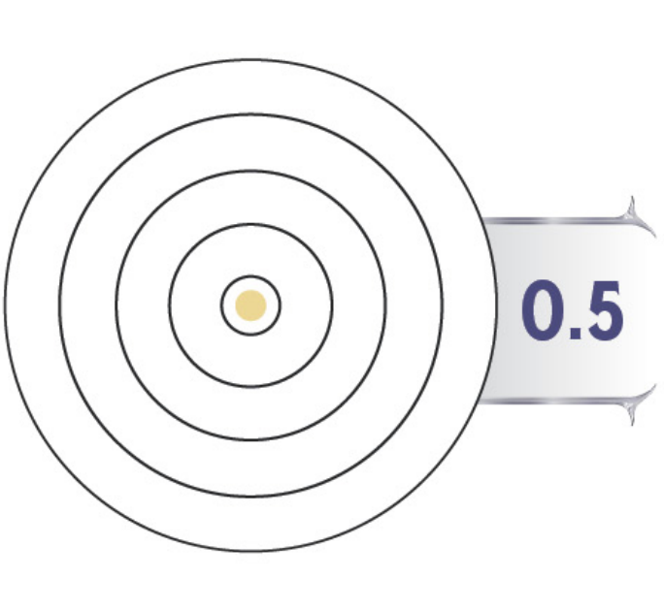
Shift Break is a chargeable attack that applies a debuff that drains the enemy's Bravery (360 total) and slows their movement speed for 15 seconds. Charging doesn't affect its potency, but allows you to delay the lightning strike while extending the whirlpool draw-in effect.

Like Tidal Flame and Solution 9, Shift Break provides added utility to your arsenal. Its direct property gives you an attack you can use safely from mid-range and from any altitude to threaten your foes. If you can apply the debuff, you can debilitate your opponent's movement speed, giving your team a mobility advantage.

Note that the poison inflicted by Shift Break stacks with the EX Skill Poisonga.

SOLUTION 9

COMMAND	BRAVERY DAMAGE	NOTE
■	–	15-second duration on Trance effect. Increases dash gauge by 50%. Removes most debuffs (does not remove Doom).



A powerful blast of energy projects from all around Zidane, devastating his aggressors while putting him in the Trance state.

Solution 9 is a purely defensive HP Attack that can be difficult to use effectively. It doesn't have counterattack properties and its poise effect doesn't begin until just before the explosion, but it does hit all nearby enemies around you.

On hit, you gain a 15-second Trance effect. Other than its shorter duration, Trance gained in this manner provides the same bonuses as your unique EX Skill. Steal becomes Mug, your dash gauge is increased by 50%, and you're cured of most debuffs.

EX SKILL BREAKDOWN

TRANCE

COMMAND	BRAVERY DAMAGE	RECAST TIME	NOTE
▲	–	75 seconds	30-second duration. Increases dash gauge by 50%. Removes most debuffs (does not remove Doom).

Zidane evolves into his Trance form, purging nearly all negative effects while increasing his dash gauge and empowering his Steal ability.

Zidane's unique EX Skill removes most debuffs (excluding some, like Doom) and applies Trance for 30 seconds. While Trance is active, Zidane gains increased mobility, as his dash gauge is increased by 50%. Additionally, dashing ● (Steal) is upgraded to Mug (Free Energy also becomes a Mug effect). Mug deals more damage and increases the potency of the Steal effect (e.g., steals 12.5% attack power, up from 6.25%).

While this unique EX Skill doesn't have an immediate and drastic impact on a match, scoring Mug on multiple enemies can quickly flip a match. Although the Mug buff effect doesn't stack (you simply refresh your attribute-enhancement effect), you can apply the debuff on multiple foes at once in order to reduce their offensive and defensive capabilities.

The duration of Trance is relatively long in comparison to its recast time, so you can generally spend a good portion of the match in Trance mode. To get the most out of Trance, you can save it for curing bind, slow, and enfeeble debuffs to free yourself from sticky situations.

BATTLE PLAN

Your role as the assassin of the team is to cause havoc in the enemy backline, preferably upon the enemy marksman. Thanks to his verticality-heavy tool set, Zidane generally has no issues flanking the enemy while controlling airspace.

Without Tidal Flame, playing from a distance as Zidane requires effective use of his air-mobility attacks. As with Tidus, your airborne ↑ + ● (Scoop Art) and airborne ↓ + ● (Meo Twister) are incredibly versatile tools that greatly enhance your air superiority. Scoop Art allows you to traverse to practically any height, with a sequence like:

Jump > Scoop Art > evasion cancel > dash cancel > Scoop Art > repeat

Certain characters may have trouble dealing with this kind of high-ground advantage, so make an assessment early on in a match to determine how effective an aerial advantage is for you, and exploit it to get into a flanking position as your team jockeys for position around a summoning core. Alternatively, you can play around your marksman, waiting for a ranged hit to connect before flying in and following up with airborne neutral ● (Swift Attack) or dashing ● (Steal). Rumble Rush and Swift Attack are your primary damage-dealing combos.

Your main attacks in one-on-one skirmishes and for hunting isolated enemies are Scoop Art, Steal, and Meo Twister. Although these attacks don't have automatic vertical-tracking properties, they all have extraordinary reach when used in the appropriate position and at the appropriate time. Scoop Art is an excellent anti-air that's designed to take down high-altitude opponents; Steal covers a large horizontal range that makes for a great team combo opener, as it pops up the victim for an "alley-oop"; and Meo Twister is a mid-range air-to-ground swoop (effective at double-jump height) that deals a modest amount of damage while blasting the enemy away and out of commission for a short time.

Zidane's mobility allows for a strong hit-and-run strategy, especially with Shift Break equipped, as it gives you a direct attack that you can place beneath any enemy, forcing out mistakes and, in the best-case scenario, dealing HP damage and inflicting poison and slow. You can effectively play the role of a disruptor, traversing the battlefield with your exceptional mobility and tagging enemies with Steal/Mug and Shift Break to give your team the upper hand in terms of attributes.

For an immensely aggressive playstyle, you can equip the close-range HP Attack Free Energy to complement your quick melee attacks. As you engage enemies in melee range, the threat of your grounded neutral ● (Rumble Rush), grounded ↑ + ● (Booster 8), Swift Attack, and Scoop Art can force opponents into putting up their guard to protect themselves from your Bravery Attacks. Punish their guarding habits with a well-timed Free Energy attack, dealing HP damage and stealing their attributes. If you're in Trance mode, you can "snowball" the match by hitting Mug on several enemies at once, dramatically reducing their attack, defense, and speed, making it easier for your team to land their own hits and deal more damage.

Although Solution 9 is a difficult HP Attack to use effectively, its on-hit bonus is highly rewarding, granting you 15 seconds of Trance. This Trance-based playstyle can be particularly effective if you can successfully follow up team combos with a Solution 9 blast, especially early on in a match when you generally wouldn't have access to Mug (since your unique EX Skill is on a 75-second timer).

Zidane is a mischievous thief, and his assassin style of play perfectly reflects that. His various attribute-draining debuff attacks, along with his first-class aerial mobility, make him ideal for an effective hit-and-run assassin who terrorizes the battlefield. His elusiveness is compounded by his ability to go into Trance, removing all movement-debilitating debuffs.

GALLERY

APPEARANCE

Tantalus Brigand

Pluto Uniform

WEAPONS

Mage Masher

Exploda

Sargatanas

One-Player Modes

Overview

Dissidia NT began in Japanese arcades as a three-on-three team-oriented action game and has been expanded and enhanced for console release with online play and new battle modes. But there's also plenty of things to do solo, both to gain low-pressure combat experience and to see through the renewed saga in this strange dreamland: mysterious new deities Materia and Spiritus replacing the gods Cosmos and Chaos, whom our light warriors and their dark counterparts knew so well.

One-Player Modes

Sparring & Gauntlet Modes

If offline combat is what you crave, you can set up sparring matches to your liking against A.I. opponents. This can help you get used to different new fighters, and earn gil and EXP.

Sparring Matches allow you to set up any kind of battle you like, with the team and opponents of your choosing. Many settings can be customized to your liking, so you can create the perfect environment for training, practice, and fun. You can set up 1v1s, 3v3s, or 1v3s to fit your practice needs. Work your way up from landing combos against stationary targets all the way to Crystal-ranked bots. Test out different HP Attacks and EX Skills as you unlock them to explore new possible strategies.

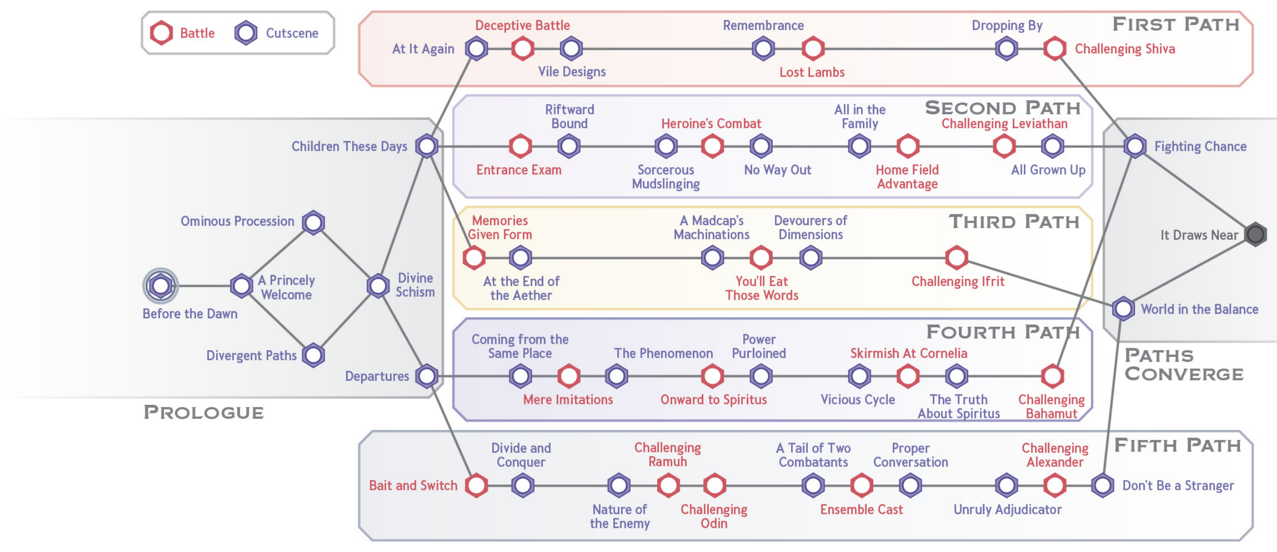
Gauntlet Trials are higher stake, and higher reward. After selecting your fighter and allies, you'll plunge into an escalating gauntlet of six opposing teams. Before each fight, you can pick between several teams to fight next. You'll see the location, the fighters on the team, and the difficulty level.

That's where the trick is: of the teams you can challenge, some will be higher difficulty than others. If you pick a higher-difficulty team and win, the next round every team will be at least that hard. So, proceeding through gauntlet trials has a gambling element, since pushing to beat higher-difficulty teams reaps more rewards, but is, well, harder. And if you lose a match during a trial, your attempt ends—to contest again, you'll have to start over. Within Gauntlet Mode, there are other trials besides the Basic Trial, including Story Trials for each branching path of Story Mode, a Summon Trial boss rush, and a Survival Trial to test your endurance. Each one comes with score tiers to reach and one-time rewards to unlock.

Unlock Story Trials and the Summon Trial by playing Story Mode. You can also unlock further bonus battles by finishing the pertinent branches of the story.

Story Mode
Overview

Raise your Player Level through combat in any game mode to earn memoria—strange fragments with a faint power to them, something familiar… Memoria can be spent in story mode, unlocking new cutscenes and epic confrontations within the tapestry of *Dissidia*.


Battle
Cutscene
At It Again
Deceptive Battle
Vile Designs
Remembrance
Lost Lambs
Dropping By
FIRST PATH
Challenging Shiva
Children These Days
Riftward Bound
Entrance Exam
Heroine's Combat
Sorcerous Mudslinging
No Way Out
All in the Family
Home Field Advantage
SECOND PATH
Challenging Leviathan
All Grown Up
Fighting Chance
Ominous Procession
Memories Given Form
At the End of the Aether
A Madcap's Machinations
You'll Eat Those Words
Devourers of Dimensions
THIRD PATH
Challenging Ifrit
It Draws Near
Before the Dawn
A Princely Welcome
Divine Schism
World in the Balance
Divergent Paths
Departures
Coming from the Same Place
Mere Imitations
The Phenomenon
Onward to Spiritus
Power Purloined
Vicious Cycle
Skirmish At Cornelia
The Truth About Spiritus
FOURTH PATH
Challenging Bahamut
PATHS CONVERGE
PROLOGUE
Bait and Switch
Divide and Conquer
Nature of the Enemy
Challenging Ramuh
Challenging Odin
A Tail of Two Combatants
Ensemble Cast
Proper Conversation
Unruly Adjudicator
Challenging Alexander
FIFTH PATH
Don't Be a Stranger

Separate Paths, Shared Fate: After the prologue scenes, you'll have five potential paths to choose from. Each path centers on a different group of heroes and villains (with some overlap for frequent travelers). Completing a full path will involve spending 3-4 memoria and progressing through a handful of battles and complications, with escalating difficulty.

Seeing the story through to the end requires at least two paths be completed. The cutscenes **Fighting Chance** and **World in the Balance** must both be unlocked with memoria.

Escalating Difficulty: The farther you get down any one path, the tougher the going will get. Early battles in a story sequence will be Bronze-difficulty, easy to beat once you're familiar with *Dissidia's* many combat systems. Until you're fully comfortable changing targets, guarding sudden surprises, and consulting the minimap constantly, among other crucial habits, any battle will be a little dicey.

Inflexible Teams, With Flexibility: During any given battle in story mode, you'll only have a limited number of champions to choose from. Sometimes there are only two or three allies, in which case the party is decided, it's just a matter of whom you want to control and how you assign HP attacks and common EX skills. In some cases, four allies band together briefly, so you can choose which three to include in a battle party.

The groups that stick together in the story make sense as teams. So, although you might stumble into a battle where you don't really know how to use any of the fighters available, there will at least be a *type* you're familiar with, and that's a great place to start. For example, the first path centers on Bartz and Cloud, with a guest appearance by Shantotto. If you like melee characters, vanguards and assassins, Cloud's your man. If you like marksmen, look no further than Shantotto. And if you like oddball specialist characters, who can usually alter their focus to suit the situation, Bartz fits the bill. Each of the storyline teams is like this. Also, don't be afraid to try new characters. Once you've spent a memoria to unlock a battle, it's always unlocked, so you have nothing to lose from reattempting it. And, not to mention the character chapters here in this guide are an ideal reference. Check the arsenal tables early in a character's chapter to get a quick overview and find two or three attacks to start with, then delve into the detailed descriptions when someone seems especially fun.

Manikins: Mere thoughts spring landscapes and life-forms into being here, so unfortunately there are false copies of many combatants roaming around. They're easy to tell by the strange glow they give off, and their odd monochromatic look.

Boss Battles: Occasionally the various parties will run into creatures far more imposing than another mere manikin or villain.

Summon monsters are huge and powerful, capable of taking on entire teams at once. Taking out a boss is not like destroying a manikin or knocking out an opposing fighter. **Bosses aren't vulnerable to HP attacks until they're staggered by Bravery hits**, temporarily dazed on the ground. It takes a lot of Bravery damage to knock a boss off their feet. Vanguards, with their high poise and damage, will knock bosses down the fastest, but at higher risk thanks to the needed proximity. Marksmen have a much easier time taking low-risk shots at bosses, but it takes ranged attackers much longer to build up enough hits to knock them over.

Once a boss is knocked down with Bravery hits, they'll emit a golden glow, indicating they're vulnerable. Any Bravery hits they take during this time will build up extra Bravery. But more importantly, at this point every ally will have time to unleash one HP Attack, inflicting real damage. Once everyone has dished out their best shot (or after a few seconds pass), the boss will shake off the cobwebs and return to their feet.

The function of your teammates in boss battles is different than in normal team combat. **Consider your teammates decoys, and stay away from them.** The most effective thing they can do is distract the boss, refocusing the boss's dangerous attention. This gives you time to maneuver, to refill the dash gauge, to get in solid Bravery hits, and so on. It also makes it less likely the boss glances you with an attack aimed at an ally. **When allies get incapacitated, it doesn't count against your own stocks—to lose to a boss, your character must be knocked out three times.**

Boss fights are not timed, so patience and discretion are virtues. EX Skills like HP Regen and Share HP that provide endurance benefits can be greatly useful for you or your allies to have, as you can use them as many times as you want without a time limit restriction.

If you are ever incapacitated during a boss fight, do not be in a haste to revive. Make sure your teammates are alive and that you are in a safe position, and remember that time is not a factor! If you engage bosses with all three teammates alive, you will be less likely to be targeted, allowing you more opportunities to dish out damage undetected.

When approaching a boss, don't go in recklessly. Spend some time simply observing what they do. You'll need to get some idea of how they'll attack so you don't give away Bravery needlessly. When these creatures get a lot of Bravery in hand, they'll unleash devastating HP attacks way beyond the capabilities of any normal fighter. Not only will these be difficult for you to avoid, but even harder for A.I. teammates. The boss arsenal tables in this chapter will give you an overview of what you need to look out for.

Bosses don't get knocked down by regular Bravery combos, only by an accumulation of hits. Attacks that last a long time, and don't dissipate when they dole out a hit, are therefore incredibly strong against bosses. Normally, something like Terra's Tornado hits a given opponent once then tosses them aside. Although Tornado persists, it's very unlikely to hit the same enemy twice unless they're cornered or they recover badly. On the other hand, since bosses are too sturdy for Tornado to knock them away, the twister will simply spin through them and keep striking, building up huge amounts of Bravery very quickly. This also happens to drain the boss's Bravery efficiently, which is important. Once bosses have purple-number Bravery, they typically will use their HP Attacks very aggressively, all but guaranteeing your A.I. partners get incapacitated. This forces you to do some deft maneuvering while trying to reduce their Bravery under dangerous levels.

Story Bonus Level: No matter how good you are, or how much you like the characters down a given path, battles eventually become very difficult. Story Bonus Levels are earned by increasing your Player Level, which can be increased by playing in any mode of the game, granting bonuses to your HP and stats, and even the behaviors of your A.I. partners. Online battle modes have standardized stats for the sake of fair competition, but *Dissidia's* one-player modes do allow EXP to influence battle abilities a bit. If you're running up into a wall on a hard battle down a particular path, it might be time to take a break and explore other story mode paths and game modes. With a little more experience and a few more Story Bonus Levels under your belt, come back and try again for a fairer fight.

Hard Mode: Progress all the way to the final scene to unlock hard mode boss battles! These are accessed from a new, separate story mode map. (This map also allows replay of normal difficulty encounters, as before.) Things are a bit different here. Not only can you pick any fighters on your team that you want, but you can also choose between normal difficulty (similar to your first playthrough), or hard mode. During hard mode battles, a few things will change:

Bosses will not target your allies. Only you. "Be careful" takes on new meaning.

Allies won't do HP damage. This really encourages you to maximize Bravery in between chances to drill them with an HP attack after knocking them over.

Hard mode has new rewards to go with the extra challenge. Not to mention the reward of besting the elemental gods in face-to-face combat!

Story Mode

Prologue

Total memoria cost: 7

BEFORE THE DAWN

Cost: 1 memoria **Type:** cutscene

Materia, descendant of Cosmos

Spiritus, descendant of Chaos

The world is thrown into conflict once more.

Among those summoned to this world, many once fought under Cosmos's auspices to fell the dreaded Chaos and bring the cycle of conflict to an end.

A PRINCELY WELCOME

Cost: 1 memoria **Type:** cutscene

Upon opening his eyes, a certain prince is greeted with a world he has never before seen.

Left without his friends, his ride, or his phone, Noctis soon finds himself in the company of two strange warriors. He wants out now.

OMINOUS PROCESSION

Cost: 1 memoria **Type:** cutscene

The gods ask not for loyalty from their warriors, only martial excellence.

In this world wrought from memories, the mightiest will prevails. The gods would be remiss to expect blind loyalty, but combat may yield unseen rewards.

DIVERGENT PATHS

Cost: 1 memoria **Type:** cutscene

Having been assembled, the champions make for their god's domain.

Almost as if by instinct, the champions make their way through the desolate landscape to the tower where their patron deity resides.

DIVINE SCHISM

Cost: 1 memoria **Type:** cutscene

The goddess who greets them upon their arrival is hardly the one they imagined.

Heedless of her champions' desires, Materia demands Spiritus's defeat and her world's salvation, thus igniting a conflict not unlike the cycles of yore.

CHILDREN THESE DAYS

Cost: 1 memoria **Type:** cutscene

One black mage would rather find a way home than fight, while others endeavor to explore the world.

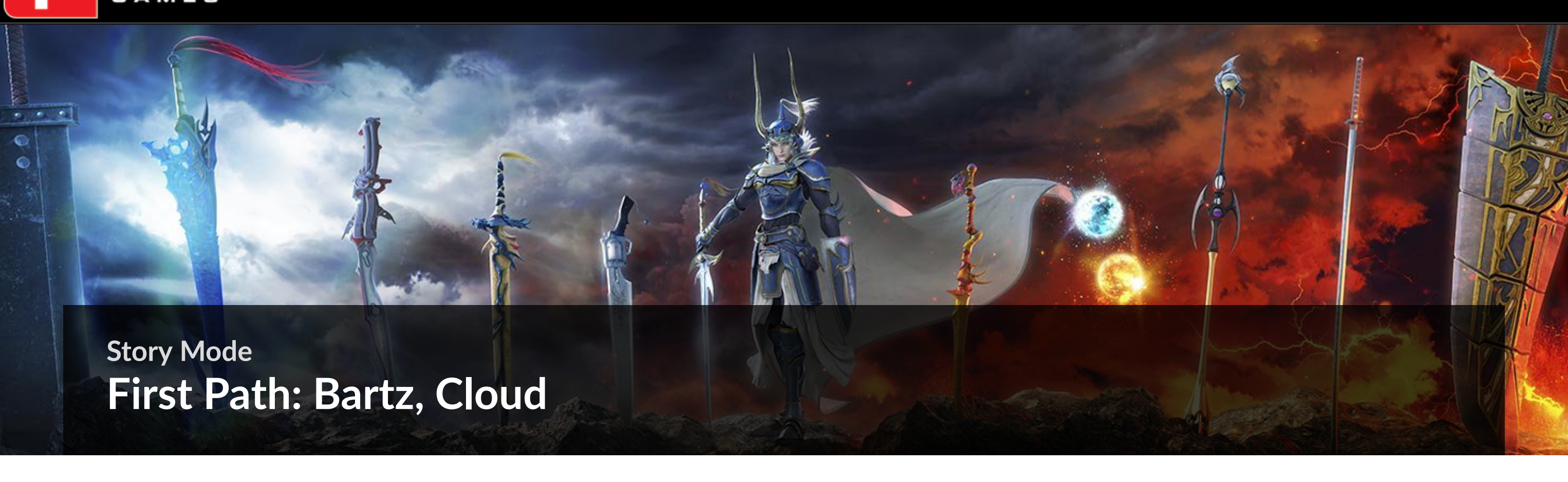
Cloud sets off on a solitary mission to find a wayward ally. Meanwhile, three champions choose the road home over the path to war.

DEPARTURES

Cost: 1 memoria **Type:** cutscene

Some make for enemy territory while others set out to collect intelligence.

Sometimes the best way back is to move forward, and Noctis puts this into practice by following the Warrior of Light. Cecil decides to come along too, as royalty loves company.



Story Mode

First Path: Bartz, Cloud

Total memoria cost: 3

AT IT AGAIN

Cost: 1 memoria **Type:** cutscene

Emotions get the better of Bartz as he comes face-to-face with the tyrant who wants to send both his world and his friends to the Void.

He knows not when he was transported here or what became of his allies, but Bartz casts his fears aside and decides to face what lies before him.

DECEPTIVE BATTLE

Cost: — **Type:** battle (Silver)

Available champions: Cloud, Bartz**Opponents:** Exdeath, Sephiroth**Location:** Interdimensional Rift**Reward:** 1000 Gil

Cloud and Bartz join swords to fell the latter's archnemesis.

VILE DESIGNS

Cost: — **Type:** cutscene

Any illusions Bartz has about this world being his own are stripped away when it begins to crumble before his own eyes.

Exdeath resolves to attain this energy born of battle for himself. With it, no chocobo-rider or his friends could ever hope to stop him.

REMEMBRANCE

Cost: 1 memoria **Type:** cutscene

Bartz begins to put the proverbial pieces of the puzzle together.

How is it that everyone remembers so much this time, when previously they could scarcely remember theirown names?

LOST LAMBS

Cost: — **Type:** battle (Gold)

Available champions: Cloud, Bartz**Opponents:** False Hero (manikin Warrior of Light), Fleeting Dream (manikin Tidus), Flickering Warlock (manikin Golbez)**Location:** Lunar Subterrane**Reward:** 600 Gil

Cloud and Bartz enter yet another gateway with the hope of returning to Materia, but meet with manikins instead.

DROPPING BY

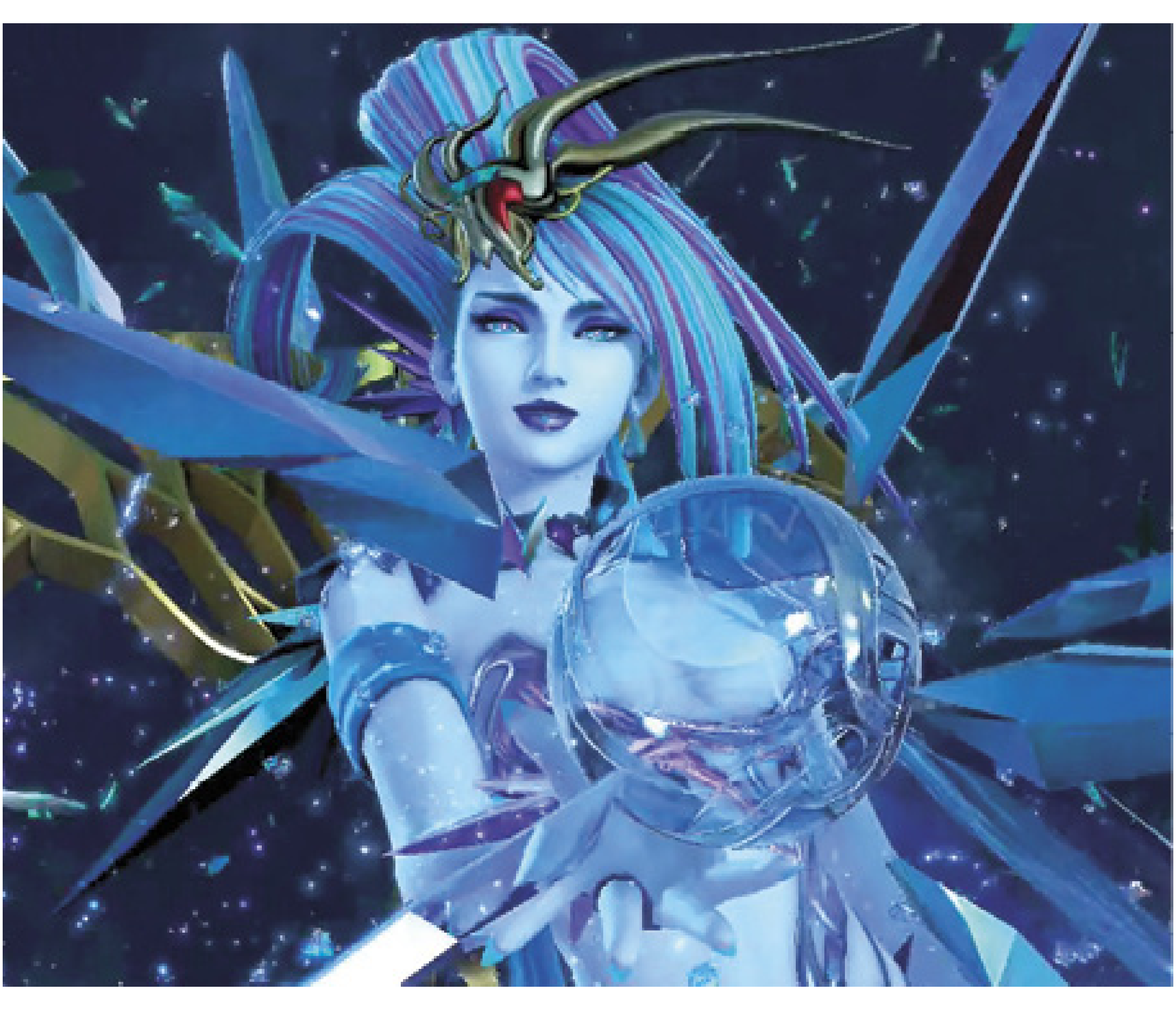
Cost: 1 memoria **Type:** cutscene

The gateways are apparently not cooperating, for the two warriors are transported to an entirely different land.

Cloud reckons that, as defeating Chaos ended the last conflict, eliminating Spiritus should end this one…but does not voice his opinion.

CHALLENGING SHIVA

Cost: — **Type:** battle (Boss)



Available champions: Cloud, Bartz, Shantotto**Opponents:** Shiva**Location:** Proving Grounds**Reward:** 2 Treasures

The summons will submit only to those who have proven themselves worthy. Demonstrate to this frigid queen that you possess the cooler head.

Shiva glides around her chilly arena covering larges swaths of territory around her with ice spikes. She's not vulnerable from behind or her flanks because so many of her attacks cover her in all directions up close. Attack from a distance, staying out from in front of her, and only moving in when she's busy casting ranged spells on allies.

If you're playing as Shantotto, focus on keeping Shiva afflicted with Bio to keep her Bravery down. Don't be afraid to take an HP Attack hit in order to enrage yourself so that you can cast your spells while moving.

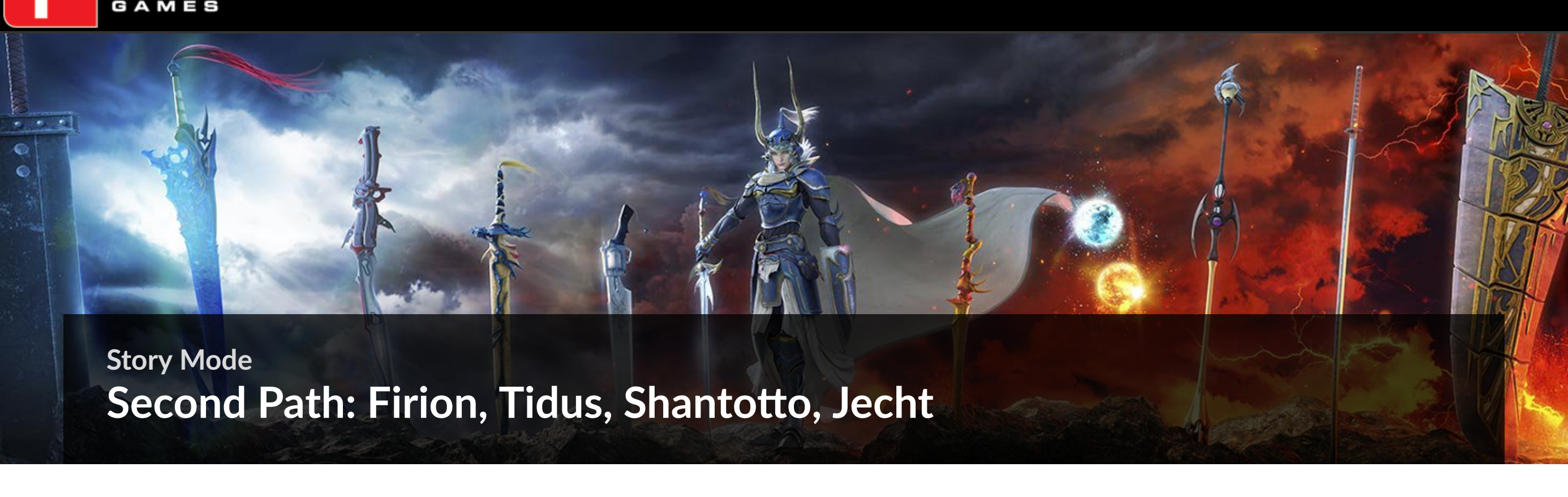
If you're playing as Cloud, use Terminal Vortex generously to deal damage from afar. Remember that Cross-Slash has a delayed HP Attack hit, so make sure you have enough time to deal damage before Shiva recovers from being stunned.

Bartz also excels here due to the lack of a time limit, allowing him ample time to master all his jobs.

Diamond Dust is dangerous and should be avoided, but keep in mind that Shiva is vulnerable while channeling this ability, allowing you to attack her and possibly bring her down before she finishes her cast.

SHIVA'S ARSENAL

TYPE	NAME	DESCRIPTION
Bravery	Icy Perimeter	Shiva wraps her hand in an icy aura and then punches, briefly surrounding herself in ice spikes.
Bravery	Snow Flurry	Shiva releases magic snowflakes that float above her, causing a snow shower while stalagmites of ice erupt all around her.
Bravery	Freezing Breeze	An exhalation of wintry breath quickly condenses into a pillar of sharp ice spikes shooting straight ahead.
Bravery	Crystal Bomb	Drawing a bead on her prey, Shiva casts many magical homing snowballs at once.
Bravery	Frigid Spiral	Shiva summons a glimmer of ice near the target that generates suction for a bit before exploding.
HP	Boreal Plunge	Shiva somersaults into the sky before plunging upon her prey, landing with an explosive ice impact.
HP	Diamond Dust	Glimmering orbs surround potential targets, gathering in strength for several seconds before flash-freezing anything still inside.
HP	Hailstorm	Shiva casts forward an ice tremor on the ground, destroying anything in the path of the wave.
EX	Glacial Waltz	At half HP, Shiva's ice power increases, and she splits into two forms!
EX	Teleport	Shiva instantly warps to a new location.



Story Mode

Second Path: Firion, Tidus, Shantotto, Jecht

Total memoria cost: 6

ENTRANCE EXAM

Cost: 1 memoria **Type:** battle (Silver)

Available champions: Shantotto, Tidus, Firion**Opponents:** Bandit's Caprice (manikin Zidane), Simulacrum of a Tyrant (manikin Emperor), False Heretic (manikin Garland)**Location:** Narshe Outskirts**Reward:** 600 Gil

Shantotto points at the manikins and tells her "bodyguards" that, if they cannot pass this test, they will *not* like what else is in store for them.

RIFTWARD BOUND

Cost: — **Type:** cutscene

Tidus and Firion ignore Shantotto as she waxes scholarly on the intricacies of finding the gate to the rift—their way out of this world.

The enemy has likely set up an ambush on the other side of the gateway, yet Firion's desire to save Tidus overrides any concern for his and Shantotto's safety.

SORCEROUS MUDSLINGING

Cost: 1 memoria **Type:** cutscene

Ultimecia awaits on the other side of the gateway into which Kefka pulls Tidus and Exdeath.

None who value their lives would dare come between that tiny black mage and sorceress from the future—not even those who feast upon dimensions.

HEROINE'S COMBAT

Cost: 1 memoria **Type:** battle (Gold)

Available champions: Shantotto, Tidus, Firion**Opponents:** Exdeath, Ultimecia, Kefka**Location:** Pandaemonium**Reward:** 1000 Gil

Despite Shantotto poking the proverbial bear and angering Ultimecia, Tidus and Firion throw their hats into the ring to help their partner.

NO WAY OUT

Cost: 1 memoria **Type:** cutscene

The gate to the rift is about to open, which would provide the trio a way out, but...

The planesgorger blocks the only route home, so even if the champions give not a whit for the gods' demands, they must vanquish this beast.

ALL IN THE FAMILY

Cost: 1 memoria **Type:** cutscene

Though the battlefield may have become enveloped in chaos, Tidus can at least count on a familiar face to help him out.

Though Shantotto disappears, Firion and Tidus know she can take care of herself. These foes, however, cannot be taken care of so easily.

HOME FIELD ADVANTAGE

Cost: — **Type:** battle (Platinum)

Available champions: Jecht, Tidus, Firion**Opponents:** Exdeath, Ultimecia, Kefka**Location:** Besaid Island**Reward:** 1000 Gil

Tidus and Jecht have never had great chemistry, but now they must team up to win the day.

CHALLENGING LEVIATHAN

Cost: 1 memoria **Type:** battle (Boss)

1000
BREAK BONUS
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3
4

Available champions: Jecht, Tidus, Firion**Opponents:** Leviathan**Location:** Proving Grounds**Reward:** 2 Treasures

The summons will submit only to those who have proven themselves worthy. Show this sea serpent that your dignity can weather any storm.

Leviathan is perhaps the most evasive and slippery of the summons, which makes sense since it's basically a huge ocean snake. Guard liberally to block its rain of Hydroshot and Spume droplets, and approach from its flanks where Gush won't reach. When using melee attacks, go in at double-jump height or higher; its head's a better target than its tail, and gives you a better idea what it'll be doing next than if you're trying to hit its tail from below. Being airborne keeps you out of range of most of its dangerous attacks like Tail Whip and Gush, making Tidus and Jecht great candidates for this fight. Tidus offers almost unparalleled mobility as his attacks constantly change his positioning, making you nearly impervious to Leviathan's many threats. It is important to capitalize immediately upon Leviathan's whiffs by going in with fast dash attacks. Quick Cut and Fake Out can be used to squeeze in a bit more damage during Leviathan's vulnerable states but be careful of using HP Attacks with long animations as those states do not last very long and you may find yourself unable to deal any HP damage if you are too far away from the boss to begin with.

Firion does not have many aerial attacks in his arsenal, so you'll need to be quick on your feet if you're playing as him. His attacks also force combos upon whiff, which can leave you dangerously open during attack animations. However, he is the vanguard of the group so he requires fewer hits to bring Leviathan to a vulnerable state.

Gush is the main threat to watch out for, as it comes with a slight delay, it persists for several seconds, and can be tricky to dodge. Although the second phase introduces deadlier abilities and adds even more hazards to the map, you may find it easier than the first phase since Leviathan's casts now will be split between the powerful Gush and the easier-to-avoid Tsunami.

Try to keep Leviathan positioned in the center of the arena to ensure that the camera angle covers the entire battlefield, because you will be spinning around it constantly to avoid its attacks. When it submerges to use High Tide, Tidal Gyre, or Tsunami, it is a good time to run toward the center to try to reposition it.

LEVIATHAN'S ARSENAL

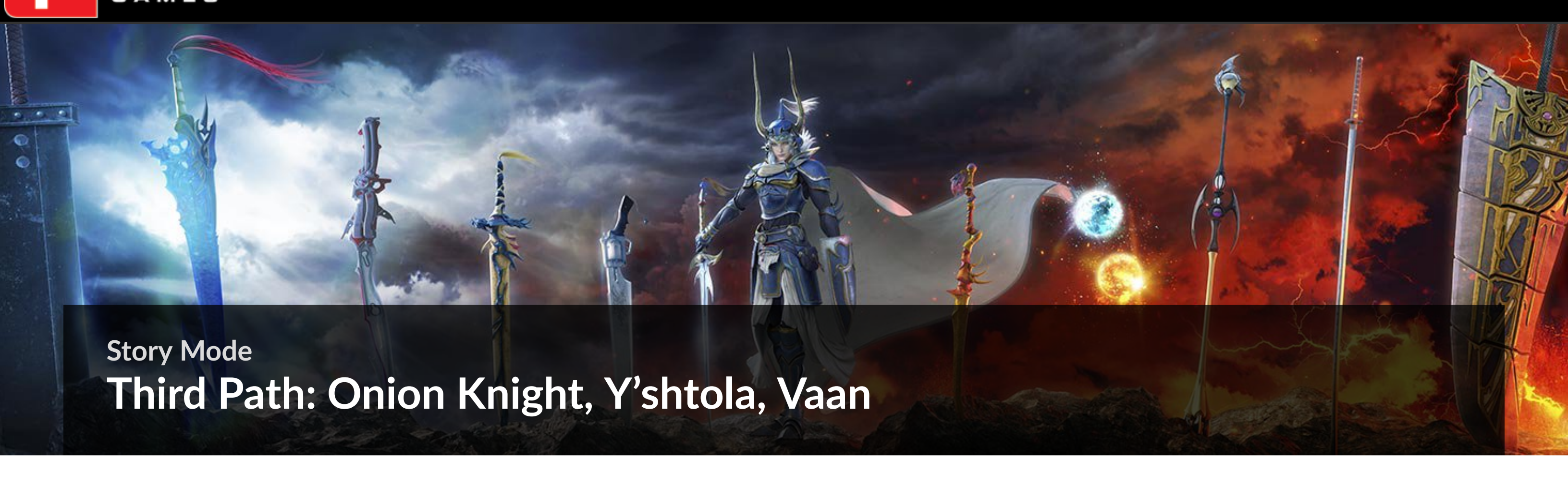
TYPE	NAME	DESCRIPTION
Bravery	Hydroshot	Leviathan peppers the target with myriad small water droplets, individually weak but strong altogether.
Bravery	Spume	Three large, homing globes of water speed toward Leviathan's enemy.
Bravery	Whirlpool	Water swirls at a victim's feet, before Leviathan makes a water torrent erupt upward.
Bravery	Tail Whip	The tail is used as a sweeping clear-out attack right in front.
HP	Gush	Leviathan spews a high-pressure jet straight ahead, while turning slowly.
HP	High Tide	Leviathan dives underwater, then emerges from the edge of the arena and charges straight across it.
HP	Saturate	When Leviathan is enraged under the effects of Swell at low HP, High Tide becomes Saturate, which is a bigger splash attack.
HP	Tidal Gyre	Leviathan dives underwater, then shoots up from underneath its intended prey.
HP	Tidal Stream	When Leviathan is enraged under the effects of Swell at low HP, Tidal Gyre becomes Tidal Stream, which has a wider splash effect.
HP	Tsunami	Leviathan swims rapidly in a huge swirl, sucking in victims from all directions.
EX	Swell	At half life Leviathan roars, churning up the seas and increasing its ferocity.
EX	Geyser	Huge pillars of water swirl about in the stormy seas, creating stage hazards to avoid.

ALL GROWN UP

Cost: — **Type:** cutscene

The intensity of the battle for Besaid Island has attracted a horde of planesgorgers.

Jecht may not show it outwardly, but he is proud his little crybaby has grown into a true warrior and can stand on his own two feet.



Story Mode

Third Path: Onion Knight, Y'shtola, Vaan

Total memoria cost: 3

MEMORIES GIVEN FORM

Cost: 1 memoria **Type:** battle (Silver)

Available champions:Y'shtola, Vaan, Onion Knight**Opponents:** Mirage of a Conjurer (manikin Y'shtola), Twilight Prince (manikin Noctis), Simulacrum of a Believer (manikin Firion)**Location:** Alexandria**Reward:** 600 Gil

Y'shtola has little time to ponder the gateways' inner workings, as she and the others are soon assailed by replicas of themselves.

AT THE END OF THE AETHER

Cost: — **Type:** cutscene

The three explorers are fascinated with the dimension to which they are transported.

Y'shtola, while impressed that worlds can coalesce from people's memories, fears this ability may be used for evil. The other two, however, seem oblivious to this possibility.

A MADCAP'S MACHINATIONS

Cost: 1 memoria **Type:** cutscene

After traveling through a few gateways, the trio arrives at a memory of Vaan's hometown: Rabanastre.

For Kefka, the current conflict is as exciting as watching paint dry. To alleviate his boredom, he decides to try painting the royal city red with explorer blood.

YOU'LL EAT THOSE WORDS

Cost: — **Type:** battle (Platinum)

Available champions: Y'shtola, Vaan, Onion Knight**Opponents:** Kefka, Reaper's Caprice (manikin Kuja), Fey Maiden (manikin Terra)**Location:** Royal City of Rabanastre**Reward:** 1000 Gil

Kefka's provocations light a fire not only in Vaan's gut, but in Y'shtola's and Onion Knight's as well.

DEVOURERS OF DIMENSIONS

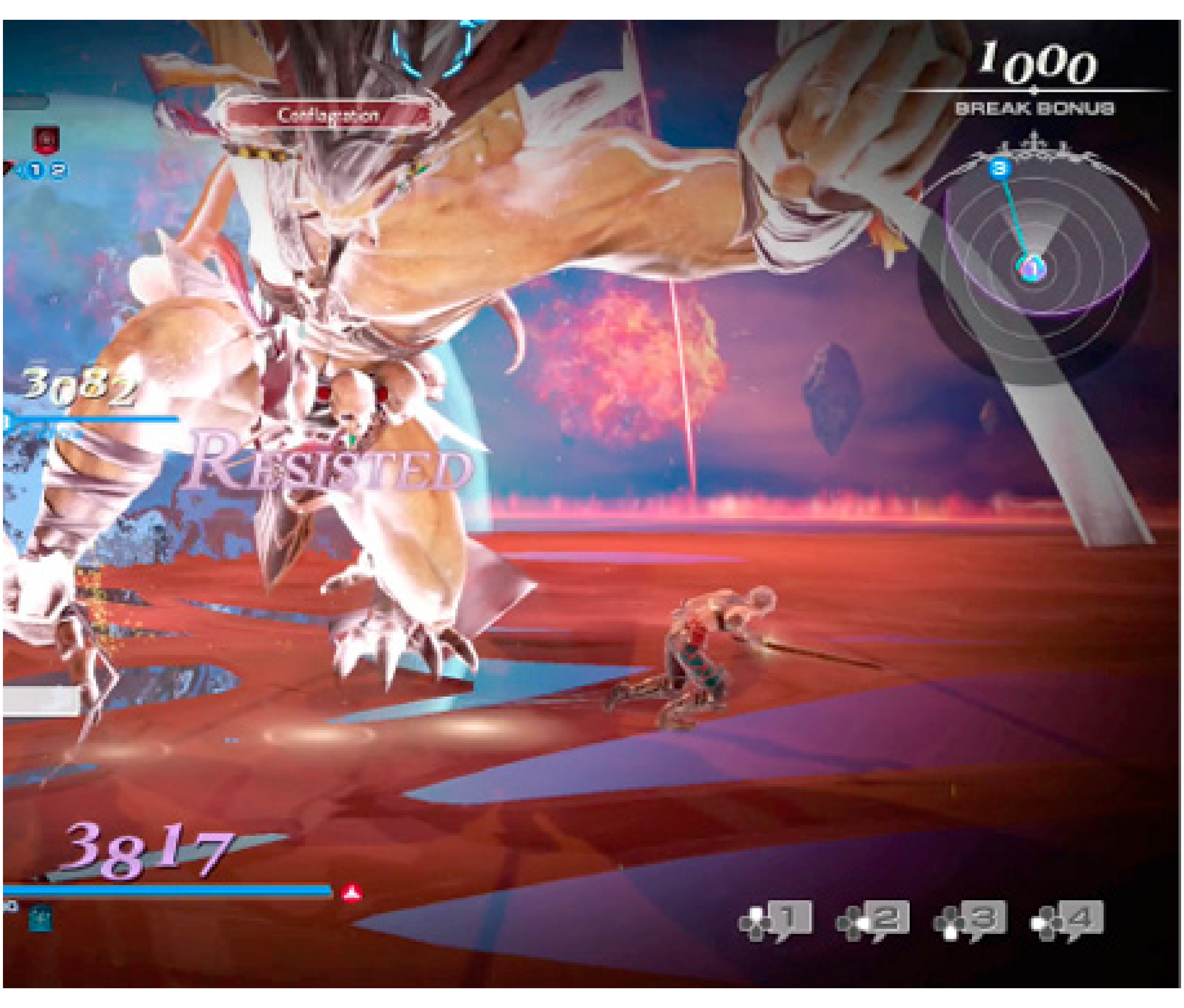
Cost: — **Type:** cutscene

Not even a sticky situation will wipe the smirk from Kefka's powdered face.

The energy from their battle attracts the planesgorger. Its minions swarm the battlefield in such numbers that it is all the trio can do just to retreat.

CHALLENGING IFRIT

Cost: 1 memoria **Type:** battle (Boss)



Available champions: Y'shtola, Vaan, Onion Knight**Opponents:** Ifrit**Location:** Proving Grounds**Reward:** 2 Treasures

The summons will submit only to those who have proven themselves worthy. Show this beast the most ardent of fires burns within you.

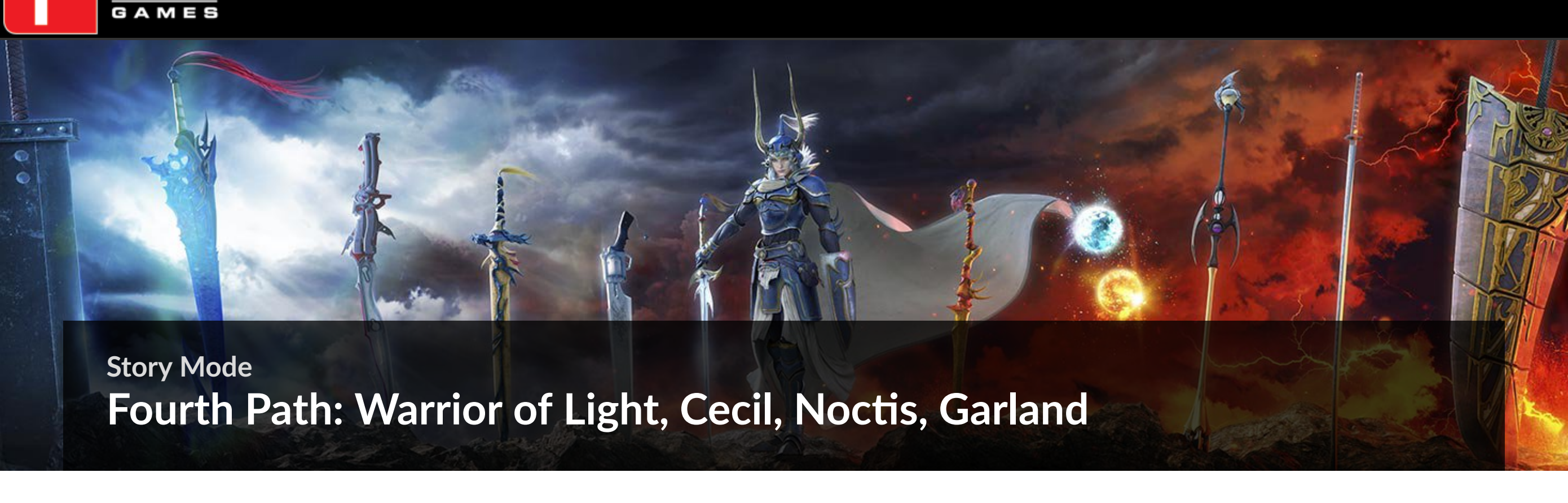
The god of fire is agile and aggressive, attacking quickly and often. Keep moving away from right in front of him, being especially wary of his pouncing and charging attacks. Engage only immediately after you've evaded his swings, or when his attention is focused on teammates.

Y'shtola has a much easier time than her companions with this fight, as she can stand at a distance and fire projectiles from safety. Both Conflagration and Blazing Embers have relatively short reach, so she is safe from all threats to her HP. Make sure to apply your debuffs on Ifrit to keep him slow and his Bravery low. When the second phase begins, don't be alarmed by the fires that now surround the battlefield, as they are merely aesthetic. However, watch out for Hellfire as it can be difficult to discern in a sea of red.

Onion Knight has the option of playing at range, but if you want to play in melee range along with Vaan, you need to be constantly aware of Conflagration as it has a wide area of effect and you can still get hit after sidestepping. As a melee combatant, you will need to be very patient with your hit-and-run tactics because Ifrit is unrelenting in his close-range attacks.

IFRIT'S ARSENAL

TYPE	NAME	DESCRIPTION
Bravery	Gash	A triple-swiping right-left-right combo.
Bravery	Rend	Powered-up Gash. Ifrit slashes six times in a row instead of three.
Bravery	Back Draft	Ifrit charges straight ahead across the whole arena.
Bravery	Razing Rush	Ifrit charges straight ahead, twice in a row.
Bravery	Igneous Slam	A leaping attack that slaps the ground with both hands.
Bravery	Pyroclastic Pound	Two Igneous Slam-style pounce attacks in a row.
HP	Conflagration	Ifrit pounds the ground to make pillars of flame erupt, covering his front and flanks.
HP	Blazing Embers	Ifrit throws a huge fireball from his right hand.
HP	Hellfire	Ifrit rises up to summon an enormous flaming prominence before him.
EX	Fan the Flames	At half HP, Ifrit's rage ignites the arena and he redoubles his attack.
EX	Repulsive Roar	Ifrit blows all enemies out to the edge of the arena. No damage inflicted.



Story Mode

Fourth Path: Warrior of Light, Cecil, Noctis, Garland

Total memoria cost: 4

COMING FROM THE SAME PLACE

Cost: 1 memoria **Type:** cutscene

Cecil speaks amicably with Noctis while the Warrior of Light silently looks on.

Although at first glance they seem to have little in common, this unlikely trio is united by one goal: to keep those they hold dear safe from harm.

MERE IMITATIONS

Cost: — **Type:** battle (Silver)

Available champions: Noctis, Cecil, Warrior of Light**Opponents:** Ethereal Mercenary (manikin Cloud), Fleeting Dream (manikin Tidus), Fey Maiden (manikin Terra)**Location:** Floating Continent**Reward:** 600 Gil

As so often happens in this world, replications of the warriors—dubbed manikins—arrive to interfere with their plans.

THE PHENOMENON

Cost: — **Type:** cutscene

With the fight over, the three are free to emerge from the gateway.

This world feeds and grows on energy born from conflict, a phenomenon which is better understood when seen with one's own eyes. That is something with which the Warrior of Light is already quite familiar with.

ONWARD TO SPIRITUS

Cost: 1 memoria **Type:** battle (Gold)

Available champions: Noctis, Cecil, Warrior of Light**Opponents:** Illusory Apparition (manikin Cloud of Darkness), Reaper's Caprice (manikin Kuja), Matron of Antiquity (manikin Shantotto)**Location:** The Promised Meadow**Reward:** 600 Gil

The trio pass through myriad gateways to circumvent precipices and cross rivers. They no longer fear the manikins as they close in on Spiritus.

POWER PURLOINED

Cost: — **Type:** cutscene

After exiting a gateway, the warriors witness a release of energy…and the arrival of an unwelcome visitor.

A new foe presents itself—one who leeches the planet's very lifeblood. The selfsame beast plagued warriors in the past, and may prove to be the root of deeper woes in the near future.

VICIOUS CYCLE

Cost: 1 memoria **Type:** cutscene

The microcosms inside gateways are worlds formed from warriors' memories. This particular memory is of a grassland overlooking a lake and a castle.

The sight of the Warrior of Light once again crossing swords with his sworn foe heartens Cecil, and reminds Noctis of the courageous hero from his favorite game.

SKIRMISH AT CORNELIA

Cost: — **Type:** battle (Platinum)

Available champions: Noctis, Cecil, Warrior of Light**Opponents:** Garland, Flickering Warlock (manikin Golbez), Mirage of a Conjurer (manikin Y'shtola)**Location:** Cornelia**Reward:** 1000 Gil

As they have fought through millenia, they know the cycle better than anyone. Thus another chapter in their eternal struggle unfolds.

THE TRUTH ABOUT SPIRITUS

Cost: — **Type:** cutscene

The battle against Garland is over, and his words lead the three to reconsider who their true enemy is.

The warriors depart to tell the twin deities they have a mutual foe to face. It seems even fated enemies find common ground amidst this world's plight.

CHALLENGING BAHAMUT

Cost: 1 memoria **Type:** battle (Boss)

Available champions: Noctis, Garland, Cecil, Warrior of Light**Opponents:** Bahamut**Location:** Proving Grounds**Reward:** 2 Treasures

The summons will submit only to those who have proven themselves worthy. Bring this beast to heel by exhibiting your utmost courage.

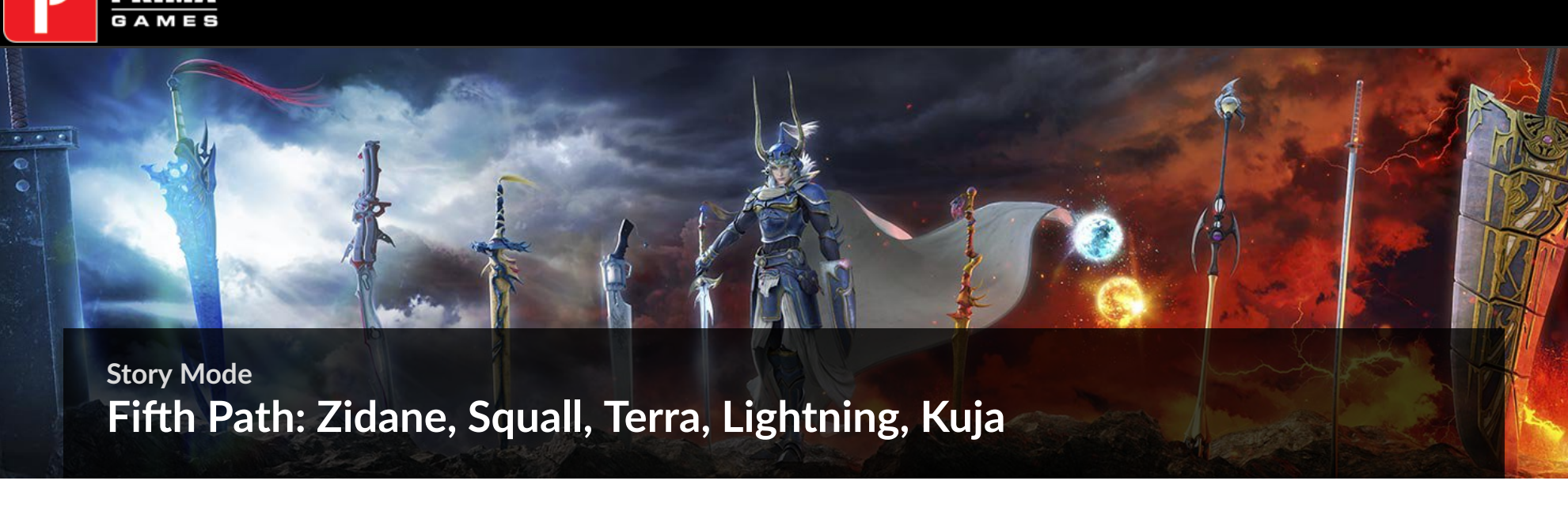
The king of monsters has an unmatched offense and can target allies from anywhere. Beware of Comet Tail, which is not just a charging attack but also a delayed projectile from above. Although Bahamut's range is supreme, he declines to attack physically unless he's charging with Comet Tail or stomping with Roost, so it's safer than usual to aggressively engage him at double- or triple-jump height. Just stay well up off the ground to avoid the impact of Roost, or be ready to guard if necessary. This changes once he's enraged at under half remaining health, since his HP attacks become absurdly strong. Concentrate on avoiding incoming beams first and attacking second.

Strictly speaking, the available roster does not feature a marksman, but Garland can use Thundaga and Flare and act as a mid-range caster. Be sure to throw out Flares whenever your allies are targeted by Megaflare. They will usually get hit by it, depleting Bahamut's Bravery momentarily and leaving him open for an easy break. Capitalize on this to gain huge swings in Bravery. Garland has the added bonus of being a vanguard, and so he requires fewer attacks to take Bahamut out of the skies.

When Bahamut casts Regal Airs, that is your breathing room—your best opportunity for a free action, whether it is to reposition or to score some Bravery damage.

BAHAMUT'S ARSENAL

TYPE	NAME	DESCRIPTION
Bravery	Roost	Bahamut floats up slightly, then slams down on the ground with a resounding green shockwave all around.
Bravery	Wide Berth	A more powerful version of Roost, causing a larger blue shockwave.
Bravery	Flare Breath	A left-to-right stream of scorching breath on the ground before Bahamut. He can keep the stream going, pulling it back and forth twice more.
Bravery	Comet Tail	Bahamut charges toward the target while firing holy lasers into the sky, which rain down seconds later.
Bravery	Corona	Comet Tail's laser rain targets all of Bahamut's adversaries.
Bravery	Impulse	Bahamut spits a glob of explosive plasma at the target.
Bravery	Dynamo	A much larger, more explosive green projectile.
HP	Megaflare	Bahamut tracks a single enemy with a deadly continuous beam of green energy.
HP	Gigaflare	Bahamut seeds the ground with laser energy, causing delayed explosions.
HP	Teraflare	Bahamut targets all enemies with pink, infinite-range tracking beams, resulting in multiple gigantic explosions.
EX	Winged Fury	When Bahamut is badly hurt, he keeps up a continuous laser rain from the sky, forcing challengers to relocate constantly. His Bravery Attacks also become enhanced.
EX	Regal Airs	Bahamut briefly powers up his attack and defense.



Story Mode

Fifth Path: Zidane, Squall, Terra, Lightning, Kuja

Total memoria cost: 4

BAIT AND SWITCH

Cost: 1 memoria **Type:** battle (Silver)

Available champions: Lightning, Zidane, Squall, Terra**Opponents:** False Hero (manikin Warrior of Light), Echo of a Wanderer (manikin Bartz), Illusory Youth (manikin Onion Knight)**Location:** Porta Decumana**Reward:** 600 Gil

Terra, Squall, Lightning, and Zidane enter a gateway in search of a summon. By this point, any manikins that appear are more fodder than foe.

DIVIDE AND CONQUER

Cost: — **Type:** cutscene

It seems that more than one summon prowls the ruins of this realm.

Zidane is impressed by both Terra and Lightning—the former for becoming more assertive and confident, and the latter for letting her hair down a bit.

NATURE OF THE ENEMY

Cost: 1 memoria **Type:** cutscene

Should a champion but show a mote of gratitude to the moogles who watch over this land, they will lead the combatant to discovery.

Summons and moogles have long been the stewards of this land, and they hope these tests of mettle will imbue the warriors with strength enough to defeat the planesgorgers.

CHALLENGING RAMUH

Cost: — **Type:** battle (Boss)

1000
BREAK BONUS
Ramuh
2331
3803
3302
1
2
3
4

Available champions: Lightning, Zidane, Squall, Terra**Opponents:** Ramuh**Location:** Proving Grounds**Reward:** 2 Treasures

The summons will submit only to those who have proven themselves worthy. Impress this scholar by exhibiting unparalleled acumen and avoiding traps.

Ramuh isn't as mobile or directly aggressive as other summons. He lets the lightning do his work for him, casting it out across huge portions of the arena around him. He telegraphs where he'll strike, since the ground under his attacks glows with growing static energy. If you're above a patch of ground that suddenly turns white, dash out of there!

Ramuh is a true test of endurance. The first phase is relatively simple, with spaced out attacks and plenty of time to think and dodge. Oftentimes, it will be better to stand and guard against Ramuh's Bravery Attacks instead of trying to get away from them. This is especially true for Static Electricity and Prolonged Storm.

Interdimensional Glimmer travels in a counter-clockwise direction and sweeps across the entire radius of the arena. Be sure to stand closer to Ramuh to more easily avoid it, as the closer you are to him, the less distance you will need to travel to outrun the beams.

Voltaic Blast is Ramuh's other tricky HP Attack. It is a two-part attack where the first part damages anyone directly around Ramuh, and the second part damages anyone away from him. While you can dodge both parts by simply dashing away from him for the entire duration, you can also travel between the two zones to dodge the attacks with much less movement and return to offense sooner.

In Ramuh's second phase, the shards created by Thunderstorm sow havoc on an already hectic battlefield. Be sure to destroy them as quickly as possible to ensure that the battlefield remains as clear of hazards as possible. Targeting between the shards and Ramuh can be tricky, and the change in camera angle can be deadly if you're not paying attention. Unfortunately, the shards do not generate any Bravery. The shards will also continually reappear throughout the battle and new ones must be destroyed.

Since no one in the party is a vanguard, this fight will likely last longer than other boss fights, and even longer if you elect to play as the marksman Terra. You will have to survive longer periods of time between vulnerable phases, so your primary focus should be on dodging attacks. Your allies are going to constantly get hit by HP Attacks, so be patient and find the right openings to score that break bonus against Ramuh when they do.

Of the four available characters to choose from, Terra has the clear advantage here, with a toolkit that is seemingly designed for this fight. The nature of her charged attacks allows her to get in a big hit between dashes and sidesteps, while her uncharged attacks also allow her to move while casting. Since Ramuh never moves, attacks that create stationary hazards are perfect here, such as Terra's Tornado, Flare, and Graviga. Lightning is your only other option for ranged combat, but her choices are much more limited.

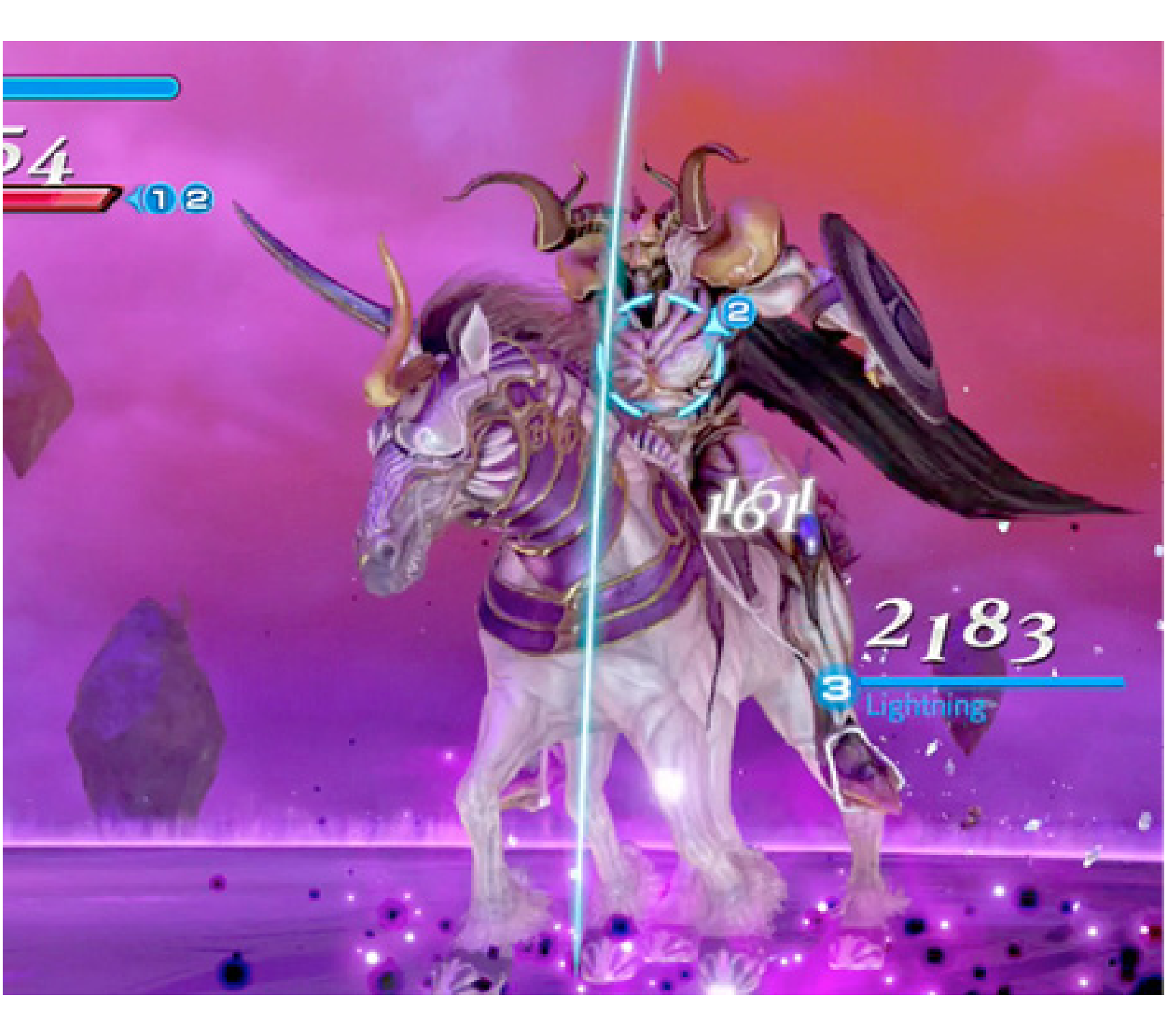
Squall and Zidane have to be even more patient when looking for opportunities to strike. They have no true ranged attacks in their arsenal so they only have very small windows between dodging everything on the battlefield where they can actually hit Ramuh. Be wary of stringing any combos together, as you may find yourself shocked and stunned by lightning before you can even finish.

RAMUH'S ARSENAL

TYPE	NAME	DESCRIPTION
Bravery	Flashfall	With a wave of his staff, Ramuh electrifies and shocks the immediate area around him.
Bravery	Prolonged Storm	After Flashfall's staff wave, Ramuh energizes a much larger slice of the arena around him, electrifying it after several seconds.
Bravery	Peal of Thunder	Ramuh raises the staff straight overhead, gathering lightning energy and dispersing it in all directions as a series of arrow-like electric projectiles.
Bravery	Welkin's Wail	A more powerful, longer-lasting version of Peal of Thunder that Ramuh saves till he is enraged.
Bravery	Static Electricity	Sparks gather around the bodies of party members, exploding into lightning when Ramuh raises his staff.
HP	Interdimensional Glimmer	Ramuh turns slowly while shooting lightning to the arena edge in both directions.
HP	Charged Pillars	Ramuh charges a wide circle of ground around him, electrifying it when he brings down his staff.
HP	Voltaic Blast	After Charged Pillars erupts around him, Ramuh slams the staff down again, electrifying the arena in an even wider circumference.
HP	Thundaga	After charging energy, the god of thunder casts huge waves of lightning out to the arena edge in four directions.
HP	Judgment Bolt	Ramuh calls down his ultimate thunder attack, making pillars of lightning converge on each player's position.
EX	Roiling Clouds	As Ramuh passes half HP, the clouds begin churning violently overhead. At this point, random lightning strikes on the stage are possible, in addition to Ramuh's attacks.
EX	Thunderstorm	Ramuh creates summoning core-like rocks that work as conduits for electrical energy, attracting lightning from the stormclouds.

CHALLENGING ODIN

Cost: — **Type:** battle (Boss)



Available champions: Lightning, Zidane, Squall, Terra**Opponents:** Odin**Location:** Proving Grounds**Reward:** 2 Treasures

The summons will submit only to those who have proven themselves worthy. Evince to this knight that you too can overcome any adversity.

The mounted knight is less mobile than you might expect, and tends to stay in one place and attack from there. He'll either move around through the natural motion of his attacks, or by Spurring Sleipnir to a new staging ground. To avoid getting crowded with this measured approach, he makes liberal use of Sleipnir's Destrier's Dance stomp. That doesn't help him against ranged attacks though, or against cautious advancing with guard at the ready, so Odin tends to be easier to attack directly than other summons.

ODIN'S ARSENAL

TYPE	NAME	DESCRIPTION
Bravery	Zwerch	A wide horizontal slash before Odin.
Bravery	Oberhau	During High Guard: Odin adds a vertical slash immediately after Zwerch.
Bravery	Stoss	Extending a spear straight ahead, Odin pushes an invisible force out along a straight line.
Bravery	Duplieren	During High Guard: the Stoss spear thrust creates a high-energy laser beam.
Bravery	Destrier's Dance	Odin's steed brings both frontal hooves down thunderously, sending out a powerful omnidirectional shockwave.
Bravery	Cavalry Charge	During High Guard: After the steed's clomping attack, horse and rider ride down anyone still ahead of them with a stampeding strike.
Bravery	Stucke und Bruch	Odin raises his trusty shield, ready to counter anyone who hits him while it's up.
Bravery	Twinkling Targe	During High Guard: Odin's counter is improved with a laser projection.
HP	Scheitelhau	A plunging vertical stab.
HP	Doppelhau	A plunging vertical stab, following by a horizontal slash.
HP	Verhawen	With a swing of his sword, Odin launches a huge oblong energy blade.
HP	Doppelrundtstreich	High Guard's enhanced Verhawen attack accompanies the energy blade with lateral projections.
HP	Gungnir	Odin triggers a fatal rain of spears from the heavens.
HP	Redoubled Efforts	High Guard's enhanced version of Gungnir adds more falling spears.
HP	Zantetsuken	Odin's fearsome ultimate attack. A purple dome extends from Odin and after a brief delay, anyone unable to escape its influence will be decimated.
EX	High Guard	When his HP is half gone, Odin kicks it up a notch with new, more potent versions of all his attacks.
EX	Spur	Odin spurs Sleipnir to relocate.

A TAIL OF TWO COMBATANTS

Cost: 1 memoria **Type:** cutscene

Zidane and Terra enter a gateway in pursuit of another summon.

The Emperor and Sephiroth surprise the two and mean to take the summons' power for their own. Kuja, however, would see the summons in more selfless hands.

ENSEMBLE CAST

Cost: — **Type:** battle (Platinum)

Available champions: Terra, Zidane, Kuja**Opponents:** Sephiroth, The Emperor, Flickering Knight (manikin Cecil)**Location:** Midgar**Reward:** 1000 Gil

Despite his antagonistic history with Zidane, Kuja lends him and Terra his aid. Together they shall drive away those who would use the summons for ill.

PROPER CONVERSATION

Cost: — **Type:** cutscene

Everyone is forced to flee before the planesgorger, who devours energy wrought from battle, consumes them all.

When last brought to this world, Terra was spellbound by Kefka to invoke destruction. Now she confirms it was none other than Kuja who eventually broke her bonds.

UNRULY ADJUDICATOR

Cost: 1 memoria **Type:** cutscene

The search for summons continues, while Terra's unbridled glee at having Kuja along rubs Zidane the wrong way.

Although it may only be a facsimile, the sight of Alexander descending to protect their home fills Zidane and Kuja with a sense of bittersweet nostalgia.

CHALLENGING ALEXANDER

Cost: — **Type:** battle (Boss)

1000
BREAK BONUS
4068
1884
1700
1
2
3
4

Available champions: Kuja, Zidane, Terra**Opponents:** Alexander**Location:** Proving Grounds**Reward:** 2 Treasures

The summons will submit only to those who have proven themselves worthy. Present your case that you can stomach the most absurd of twists.

The enormous living castle makes an easy target, but is no slouch defending itself from harm. Like against Ramuh, place a premium over avoiding the gauntlet of attacks rather than overcommitting to offense. Be patient and strike at Alexander in between salvos. The rest of the time, move laterally back and forth in front of him, causing most of his attacks to miss. When Alexander activates his Fortify EX skill as the fight drags on, take extreme care not only to keep dodging Alexander's attacks, but to also avoid your own allies as well. Once he can hit everyone at once with HP attacks, you don't just have to worry about dodging his shots against you.

Like the Ramuh fight, your roster here does not feature a vanguard, so prepare for long bouts of dodging between vulnerable phases. However, by comparison, there are fewer hazards in the Alexander fight, and thus more time to think and act. The area under Alexander's head is relatively safe, particularly in the first phase. Don't be afraid to stand in melee range, even as Terra. Melee characters are still going to be disadvantaged as their combos have long animations and can cause them to get hit by a fast attack. If you're going to use a melee character, stick to attacks that have fast animations, avoid using full combos, and elect instead to only do one or two brief hits to ensure that you have ample time to anticipate Alexander's next move. Again, Terra is going to have a clear advantage here with her deep repertoire of spells and her ability to cast while moving. Be sure to strike Alexander whenever your teammates become incapacitated from one of its HP Attacks so that you can gain the break bonus. It will be essential to be proficient at stockpiling Bravery on this fight due to Alexander's resilience.

ALEXANDER'S ARSENAL

TYPE	NAME	DESCRIPTION
Bravery	Radiant Sacrament	Alexander calls for tall pillars of energy, which slowly travel toward his opponents.
Bravery	Exorcize	While white glyphs glow on Alexander's body, a light pillar quickly emerges from under the victim, rocketing upward.
Bravery	Penance	White glyphs glow on the body as the ground is lasered straight ahead. After a moment, a huge holy explosion travels along the laser's path.
Bravery	Penitence	White glyphs glow on the body as a laser cuts sideways across the arena. After a moment, as with Penance, a huge explosion travels the path.
Bravery	Absolution	Missiles emerge from a glyph before Alexander's body, homing in on the target.
Bravery	Retributive Blast	With a wide glyph on the ground broadcasting the impact zone, a barrage of dozens of missiles is launched to hail down.
HP	Divine Reckoning	Holy rings zero in quickly on all targets before pillars of cleansing light pour down from the heavens.
HP	Gavel of Justice	Divine Reckoning targeted against all foes at once.
HP	Sacred Flame	Giant yellow glyphs herald a big lethal tracking laser, emerging straight from Alexander's body.
HP	Exculpation	An enhanced version of Sacred Flame that uses multiple beams to target all of Alexander's foes at once.
HP	Divine Judgment	Alexander's ultimate attack blankets the arena in holy light.
EX	Fortify	At less than half HP, this god of defense activates Gospel of the Lost and Blessing of the Fallen. Alexander also begins targeting more than one foe at once.
EX	Gospel of the Lost	Alexander's HP gradually recovers.
EX	Blessing of the Fallen	Alexander's Bravery gradually recovers.

DON'T BE A STRANGER

Cost: — **Type:** cutscene

The three survive Alexander's trial.

His trial complete, Zidane realizes that this strange world serves not only to reunite warriors from distant worlds, but also erstwhile rivals who have long since parted ways.

Paths Converge

Total memoria cost: 5

FIGHTING CHANCE

Cost: 1 memoria **Type:** cutscene

Having returned to this plane of existence, most of the warriors assemble at the gods' towers.

If fighting attracts the planesgorger, then a battle between all the warriors should lure it out of hiding. The time for petty squabbles is past.

WORLD IN THE BALANCE

Cost: 1 memoria **Type:** cutscene

The explorers and intelligence gatherers bump into each other on the barren plane where they were first summoned.

Everyone may always be summoned here without notice, but there is no other place where so many peerless heroes gather. For this world to vanish would be a shame.

IT DRAWS NEAR

Cost: 3 memoria **Type:** battle (Boss)

Available champions: ALL**Opponents:** ???**Location:** The Final Battlefield**Reward:** 2 Treasures

To unlock this panel you must first complete Fighting Chance and A World in the Balance. You'll need to clear at least two paths. Choosing from either the first, second, and fourth and either the third or fifth.

Everyone, including the deities, musters in a nondescript field in preparation for battle.

The Warrior of Light is heartened by the fact that, while they may be foes in their respective lands, here they fight as one, and such is not possible anywhere else.

It's all come to this. With the battle party of your choice, you can tackle story mode's final adversary, the source of all this realm's woe. Right from the beginning, this terrifying entity unleashes a surging tsunami at the party in the form of Tidal Wave, forcing rapid sideways dashing instantly. This thing means business.

The dimension-devouring creature before you acts a lot like a mix of Leviathan and Bahamut in its first form, tending to hover well above the battlefield, casting wide-ranging spells on the allied party and encouraging high-altitude engagement. It has mastery of all elemental magics, putting its own twist on various summon attacks.

PLANESGORGER'S ARSENAL: FIRST FORM

TYPE	NAME	DESCRIPTION
Bravery	Atomic Ray	The fiend spits a blazing fast laser straight at its target.
Bravery	Putrefaction	A trio of poisonous homing globes are spat at the target. Inflicts Venom Breath debuff.
Bravery	Glacial Breath	A fan of icy breath is sprayed across the target, freezing them on contact.
Bravery	Disgorge	The fiend swoops over the ground, exhaling a huge cloud of ash underneath.
Bravery	Maelstrom	The fiend beckons forth a vortex of rock from underneath the target, which stretches high into the sky.
HP	Tidal Wave	Low, wide waves of tsunamis scour the land in a line away from the monster.
HP	Levinbolt	The fiend targets an area with a huge thunderbolt.
HP	Fulgent Rain	The monster gathers magical energy to drop a shower of lethal lasers over the arena.
EX	Chaotic Deluge	The monster executes a buff or debuff. It can double its own Bravery, lock its own Bravery in place, or negate enemy Bravery.

In its final form, the monstrosity has devious attacks that can strike anywhere in the arena in an instant, forcing respect no matter where allies are. Here, the monster acts like a mix between Alexander and Bahamut, dominating one side of the arena with its bulk and position, but able to laser in on anyone, anywhere.

If you choose to use a marksman to fight the boss, it'd be best to have one other marksman and one vanguard as your computer teammates. As a marksman, be ready to dodge most attacks, waiting for good openings to spam your projectile moves.

A very simple strategy for the second form involves positioning your character directly below its head. This puts you out of reach from most of its attacks, allowing you to stack Bravery unchallenged.

One of the best characters for this strategy is Garland. Not only is he a vanguard, which will cause the fiend to stagger sooner, but Deranged Soul provides him with an extra damage boost from landing consecutive attacks. Although this strategy isn't foolproof, it does take much of the difficulty out of what can be an otherwise frustrating fight. Just be sure to dodge Trinity and Arrant Calamity as needed, and to reposition yourself quickly after Screech of Oblivion.

Remember, if you are having trouble with this final fight, you can always raise your Story Bonus Level to increase your stats.

PLANESGORGER'S ARSENAL: SECOND FORM

TYPE	NAME	DESCRIPTION
Bravery	Ray of Discord	The monster attacks with a huge dark laser aimed straight at the target.
Bravery	Tentacled Terror	Four limbs pierce the ground, to erupt under encroaching foes and attack from below.
Bravery	Disembowel	An enormous claw swipe the fiend uses against pests too close for comfort.
Bravery	Writhing Shadows	Dark pillars emerge under moving foes one after another. The craters become Stop traps.
Bravery	Ebon Orb	The fiend casts a slow, huge dark matter projectile with excellent homing.
HP	Cimmerian Rain	The monster creates a grid of magical turrets in the air before it, which then all fire homing lasers at once. Any single laser is part of the HP attack.
HP	Trinity	This twisted spell is a combination of Ramuh's Judgment Bolt, Shiva's Diamond Dust, and Ifrit's Hellfire.
HP	Arrant Calamity	The ultimate attack, in any dimension. The only safe zone is on the farthest perimeter away from the boss.
EX	Intimidate	The fiend's attack and guard crushing power rise greatly, but defense decreases.
EX	Aegis	The monster greatly increases defense and regenerates Bravery rapidly, but attack is decreased.
EX	Screech of Oblivion	The fiend's supernatural shriek blows everyone to the edges of the arena while removing their buffs.

Trophies

Overview

Trophies are obtained primarily in Story, Gauntlet, and Online Ranked Match Modes in *DISSIDIA FINAL FANTASY NT*. You need maximum character diversity to score the platinum trophy, since ranked matches require effective use of every fighter on the roster.

Trophies

Story Trophies

STORY TROPHIES

TROPHY QUALITY	TITLE	DESCRIPTION
Bronze	Storyteller	Unlocked five memories related to the story.
Bronze	Scrivener of Tales	Unlocked 10 memories related to the story.
Bronze	Seeker of Otherworldly Truths	Unlocked 15 memories related to the story.
Bronze	Keeper of Timeless Lore	Unlocked 20 memories related to the story.
Bronze	Curator of Myths Immemorial	Unlocked 25 memories related to the story.
Silver	Archivist of Legendary Feats	Unlocked all memories related to the story.
Silver	Guardian of Divine Will	Defeated all the summons and Shinryu on Hard difficulty.

Trophies

Looking For Treasure

TREASURE TROPHIES

TROPHY QUALITY	TITLE	DESCRIPTION
Bronze	Decked Out	Obtained all the EX Skills and summons.
Silver	Treasure Hunter	Claimed treasure 100 times.
Gold	They’re Free! What an Offer!	Claimed treasure 300 times.

Trophies

Gauntlet Trophies

GAUNTLET TROPHIES

TROPHY QUALITY	TITLE	DESCRIPTION
Bronze	Up to the Challenge	Completed the Basic Trial in gauntlet mode.
Bronze	Dimensional Drifters	Completed Story Trial I in gauntlet mode.
Bronze	Short and Short-Tempered	Completed Story Trial II in gauntlet mode.
Bronze	Mission: Exposition	Completed Story Trial III in gauntlet mode.
Bronze	Servant of the Goddess	Completed Story Trial IV in gauntlet mode.
Bronze	Summon Search and Rescue	Completed Story Trial V in gauntlet mode.
Bronze	Suzerain	Completed Summon Trial in gauntlet mode.
Bronze	Ten to the Designation	Obtained 10 titles within the game.
Silver	An Alias for All Occasions	Obtained 50 titles within the game.

Trophies

Online Ranked Trophies

ONLINE TROPHIES

TROPHY QUALITY	TITLE	DESCRIPTION
Bronze	Sparking the Flame	Won 10 ranked matches.
Silver	The Gloves Are Off	Won 100 ranked matches.
Gold	Hardened Veteran	Won 300 ranked matches.
Bronze	The “Me” in Team	Defeated three opponents by yourself in a single ranked match 15 times.
Bronze	Not a Scratch	Won 30 ranked matches without taking HP damage.
Bronze	In the Nick of Time	Interrupted five enemy attacks in a single ranked match 30 times.
Bronze	Rock ’n’ Roll	Destroyed 50 summoning cores by yourself in ranked matches.
Bronze	One-Hit Wonder	Defeated an enemy at max HP with a single attack 50 times in ranked matches.
Bronze	Fulgent Aegis	Received a grade of A++ in three ranked matches as Warrior of Light.
Bronze	I Will Knock You All Down	Received a grade of A++ in three ranked matches as Garland.
Bronze	Every Rose Has Its Thorn	Received a grade of A++ in three ranked matches as Firion.
Bronze	They Are Mere Insects	Received a grade of A++ in three ranked matches as the Emperor.
Bronze	Piece of Cake	Received a grade of A++ in three ranked matches as Onion Knight.
Bronze	Breath of the Void	Received a grade of A++ in three ranked matches as Cloud of Darkness.
Bronze	Dark Power, Hallowed Light	Received a grade of A++ in three ranked matches as Cecil.
Bronze	Fang of the Firmament	Received a grade of A++ in three ranked matches as Kain.
Bronze	Let the Hate Flow	Received a grade of A++ in three ranked matches as Golbez.
Bronze	Master of Many Faces	Received a grade of A++ in three ranked matches as Bartz.
Bronze	The Power of the Combo	Received a grade of A++ in three ranked matches as Exdeath.
Bronze	Magitek Rigger	Received a grade of A++ in three ranked matches as Terra.
Bronze	Fools Rush In	Received a grade of A++ in three ranked matches as Kefka.
Bronze	Heavy Heart, Heavy Sword	Received a grade of A++ in three ranked matches as Cloud.
Bronze	You’ll Be a Memory	Received a grade of A++ in three ranked matches as Sephiroth.
Bronze	The Lion’s Roar	Received a grade of A++ in three ranked matches as Squall.
Bronze	I Will Reign	Received a grade of A++ in three ranked matches as Ultimecia.
Bronze	Steal the Show	Received a grade of A++ in three ranked matches as Zidane.
Bronze	Dance of Death	Received a grade of A++ in three ranked matches as Kuja.
Bronze	Newbie No More	Received a grade of A++ in three ranked matches as Tidus.
Bronze	Old Dog, New Trick	Received a grade of A++ in three ranked matches as Jecht.
Bronze	Sinister Minister	Received a grade of A++ in three ranked matches as Shantotto.
Bronze	Sky’s the Limit	Received a grade of A++ in three ranked matches as Vaan.
Bronze	Flash of Brilliance	Received a grade of A++ in three ranked matches as Lightning.
Bronze	Height of Erudition	Received a grade of A++ in three ranked matches as Y’shtola.
Bronze	Now You See Me...	Received a grade of A++ in three ranked matches as Noctis.
Bronze	Wrath of the Heretic	Received a grade of A++ in three ranked matches as Ramza.
Bronze	In the Cards	Received a grade of A++ in three ranked matches as Ace.

Trophies

Capstone Trophy

CAPSTONE TROPHIES

TROPHY QUALITY	TITLE	DESCRIPTION
Platinum	Champion of Champions	Obtained all trophies.